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ISSUE Nº 15
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BARTOLO "BROADSIDES BART" MONTADOR BY ANDREA UDERZO

ANDREA UDERZO IS A RISING STAR IN THE GAME INDUSTRY. HE LIVES IN ITALY WHERE HE WORKS AS A FREELANCE ILLUSTRATOR, COLLABORATING WITH SEVERAL MAJOR GAME COMPANIES, INCLUDING PRIVATEER PRESS. ANDREA LOVES TO COLLECT BOOKS ON ILLUSTRATION AND LISTEN TO MOVIE SOUNDTRACKS. VIEW MORE OF HIS ARTWORK AT: HTTP://ANDREAUDERZO.DEVIANTART.COM/GALLERY.

CREDITS

Free to Good Home

Privateer Press Quartermaster Dan "Biggie" Brandt suffered the indignity of being "jailed" by roving bands of Klingons at this year's Gen Con. Don't worry, it was all for charity, although his release did involve singing sea shanties. Don't ask. Come up with your own quote for this picture and send submissions@privateerpress.com. If we like it, we'll print it!

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Editor in Chief: Nathan Letsinger
Managing Editor: Eric Cagle
Creative Director: Matt Wilson
RPG Content Manager: Nathan Letsinger
Hobby Content Manager: Rob Hawkins
Editor: Christopher Bodan
RPG Design: Doug Seacat
Continuity Editor: Jason Soles
RPG Rules Editor: Kevin Clark
Graphic Design: Josh Manderville
Photography: Steve Angeles

Contributors

Pam Albin, Todd Arrington, Steven Bach, James Berry, Jérémie Bonamont, David "DC" Carl, Chippy, Rebecca Chockley, Thomas Dill, Rich Curtiss, Andrea Feldaverd, Cooper Findley, M. Greatbeard, Jen Haley, Rob Hawkins, Nate Heitz, Justin Herring, Adam Huenecke, Ryan Jaynes, Luke Johnson, Jeff Jones, Morten Juel, Marshall Karg, Ben Leong, Andrew Linstrom, Craig R. Murphy, Marike Reimer, John Salmond, Doug Seacat, Dave Schatz, Michael Stubbs, Erik Szpyra, Sonya Taulia, Jason Thompson, Dan Weber, Joseph Whitlock, Ian Williams, Maciej Zylewicz

Miniatures Painters

Matt DiPietro, Mengu Gungor, Ron Kruzie, Quentin Smith, Rob Strohmeyer

Art/Photographs

Darren Bader, Matt Dixon, John Gravato, Rob Hawkins, Andrew Hou, Brian Snoddy, Andrea Uderzo, Chris Walton, Matt Wilson

No Quarter Magazine

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FIRE IN THE HOLE

From the Past, Seeds of the Future

Hi, I'm Eric Cagle, No Quarter's Managing Editor—the person who works on the "nuts and bolts" of the magazine. In an effort to give Editor-in-Chief Nathan Letsinger (aka Natebot) a chance to breathe, I've stolen the soapbox from him when he wasn't looking. Well, that or he's actually in for his monthly repair and servicing—being a non-stop working machine can be hard on the gears and processors of any 'bot or laborjack.

This issue of No Quarter recaps many of the great things that happened in 2007. Check out page 12 for a look back and some of the amazing products that Privateer Press put out this past year. In addition, we show you the winners of the Formula P3 Grandmaster Painting Competition (p.14), US Nationals (p. 36), and the Hardcore Championships (p. 41) that took place at this year's Gen Con. We use all of this retrospective to showcase how the products we created and the events we put on simply get bigger and better with each passing month.

We have some ambitious goals set for ourselves in 2008. For a more in-depth look at what we have in store for one of your favorite games, see the "Future of WARMACHINE" (p. 84) by Creative Director Matt Wilson, who drops tasty hints on what's to come. Our tournaments, Leagues, and events will be more frequent, robust, and interesting, providing our fans ways to play HORDES and WARMACHINE that suit any taste. If the recent past is any indication as to how exciting the play environment is, then the future's so bright, you'll have to wear alchemically treated goggles.

Of course, we can't forget the product you currently hold in your hands. No Quarter continues to evolve and improve with each issue. We're striving to tie the magazine closer to the games we produce and the community that plays them in order to provide content that helps every level of player, painter, and Iron Kingdoms fan. That said, hitting the sweet spot between "crunchy" rules, new fiction or back story, modeling and painting articles that reach a particular level of expertise, and the like, is a fine balancing act. We make it our main goal to ensure that every issue of No Quarter contains content appealing to the beginner and expert, hardcore miniatures gamer and story-lovin' role-player alike.

Yes, we listen to what you have to say. Your feedback is crucial to this magazine's success. If you like something, let us know. If you don't like something…*let us know*! The forums (privateerpressforums.com) are a great way to get your voice heard, regardless if what you have to say is good, bad, or ugly. Sure, we love the good, but we know that we need to address the bad and ugly with a rivet gun and a bodger's wrench in order to make the best magazine we can.

Also, as much as we like to hear your opinions, we love seeing how you play your games and the miniatures that you collect and paint. Step up and take one of our painting challenges (p. 58), send in pictures of your amazingly cool warjack or warbeast so we can show it off in the Player Gallery (p. 93), or show us where you've been caught reading No Quarter magazine (p. 5). I can't stress this enough. Send us your stuff to:

submissions@privateerpress.com

As always,..

Play Like You've Got a Pair!

Eric Cagle

—Managing Editor

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BOSUN'S CALL

LETTERS

Hola!

It's been a year since we last saw a new epic warcaster and two years since our last brand-new 'caster. Do we have to wait until Legends to get our warcaster dose or will we see new 'casters early in 2008?

—Anibal "ajtheronin" Delgado

Has it really been that long? It seems like just yesterday we were previewing *Apotheosis* and the first epics in the first issue of No Quarter. But we agree, there is no such thing as too many warcasters.

Readers interested in the future of WARMACHINE should turn to page 84, where Matt Wilson, creator of WARMACHINE, lets us in on the future of your favorite game. If you're the impatient type, here's what you need to know: the next issue will have previews of both new epic warcasters and entirely new warcasters for WARMACHINE, and even better, some of these models will be hitting shelves before the expansion book is published in August!

It seems to me old Asheth Magnus has been getting the short end of the stick of late. Things don't go according to plan in luring Stryker out of Sul. He is narrowly out foxed by Caine, and THEN a paranoid Vinter sends Morghoul to torture him for supposed disobedience! Can Magnus catch a break? Or will he have to choose between loyalty to Vinter and the growing conviction that the rightful king of Cygnar has gone off the deep end?

—Rohan Charles Prince

The answer, Rohan, is that Magnus takes the long view. For those of you at this point asking, "Whatchu talkin' bout Willis?" you'll be glad to hear you can catch up on the entire story line leading up to Legends in our upcoming synopsis in a future No Quarter.

I just wanted to say that your tactics article "Mounted Mastery" in No Quarter #14 was great! I enjoyed reading it, as it gave me advice not only on how to use my cavalry, but also what to watch out for when facing other cavalry. A while back, shortly after the first Hordes releases, there was a tactical article on all the Circle Orboros models. Will there be a similar article on the other HORDES factions too?

—Thomas Thijs

Thanks, Thomas. We love to hear feedback good or bad. Tactics articles can be tricky to write because each reader brings their own set of experiences, expertise, and expectations to the article. We aim to strike a balance between novice basics we all agree on and the technical fine points experienced players like to debate. You're right—we did get a little caught up in pirates, cavalry, and allies in the last few months. So much so that we've neglected tactics articles for the other HORDES factions. Now that all the HORDES factions have new toys in the nice shiny package called Evolution, maybe it is time to explore that notion again in No Quarter. Even WARMACHINE players can appreciate that, since they are as likely to face HORDES factions as their own in the 2008 Leagues and Steamroller tournaments.

JACK ABOUT TOWN

Got a cool landmark in your town? Send us pictures of your 'jacks or beasts out on walkabout to

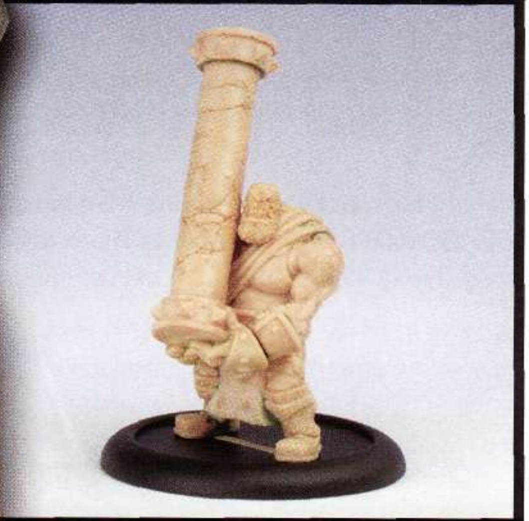
jackabouttown@privateerpress.com

If we like 'em, we'll print 'em.

PANTHERS
16:53
SABRES
S.O.G.
PENALTY
American Yacht

He shoots...he SCORES! Erik Szpyra's Juggernaut gets a little screen time and shows the best abuse of a company's assets we've seen yet!

IN THE WORKS

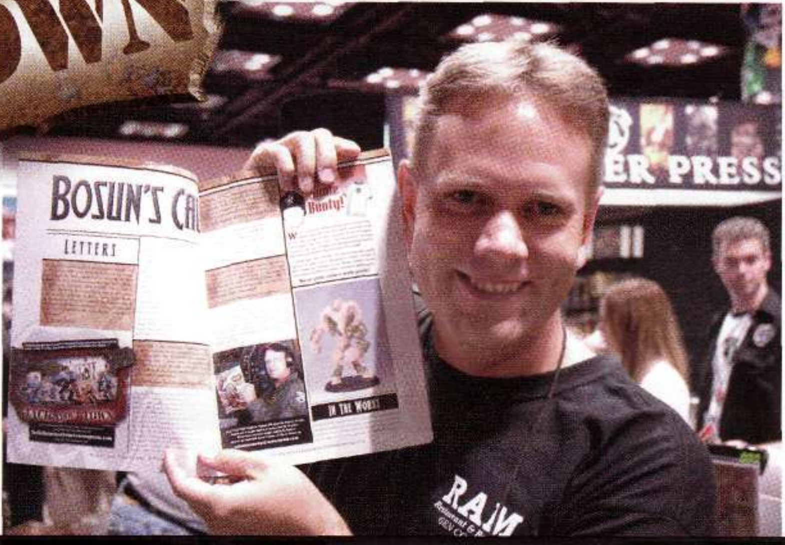


"Just set that anywhere, buddy."

The Trollblood Caber Thrower nears completion.

WARMACHINE fan Thomas Dill holds up a copy of NQ 13... that contains a picture of him holding up a copy of NQ 11. If he keeps this up, he'll eventually open up a tear in the space/time continuum and never be seen again! Let us know where you've been caught reading NQ, and send yout picture to:

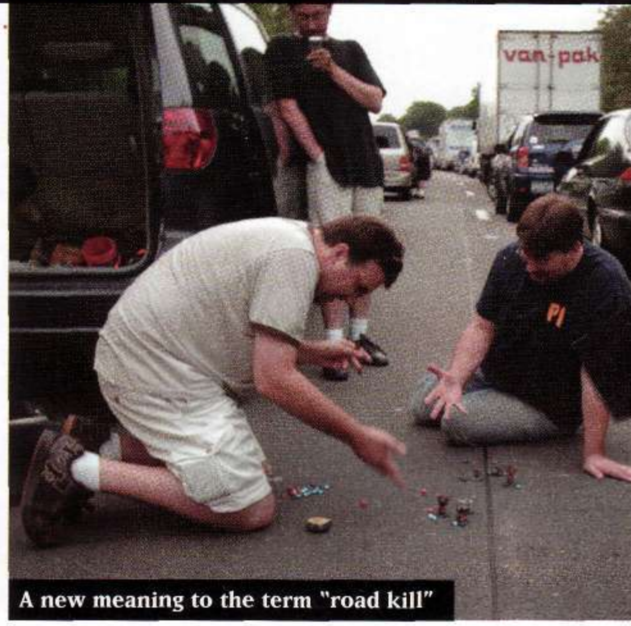
submissions@privateerpress.com



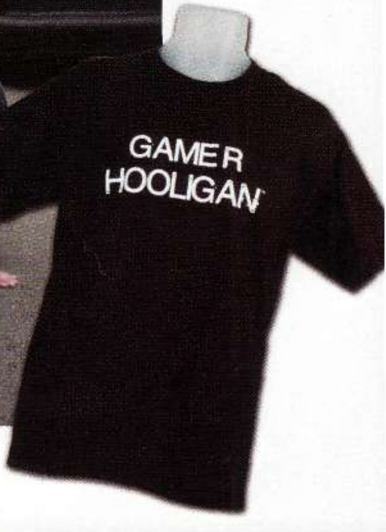
Stuck in a massive traffic jam on their way to Gen Con, a few HORDES fans decided to stretch their legs, smoke a fine cigar, and, of course, play a pick-up game on the hot asphalt of Highway 84. C'mon, who wouldn't do such a thing?

They just won the new No Quarter "Gamer Hooligan" award. What is it? Well, we just made it up, so we're not prepared to go into detail, but anyone who throws down on crowded asphalt deserves to proclaim that he's hooligan quality. Are you keeping it real and representing the ideal? Are you leveling up your game? Send in your report (with photos, duh) to:

submissions@privateerpress.com

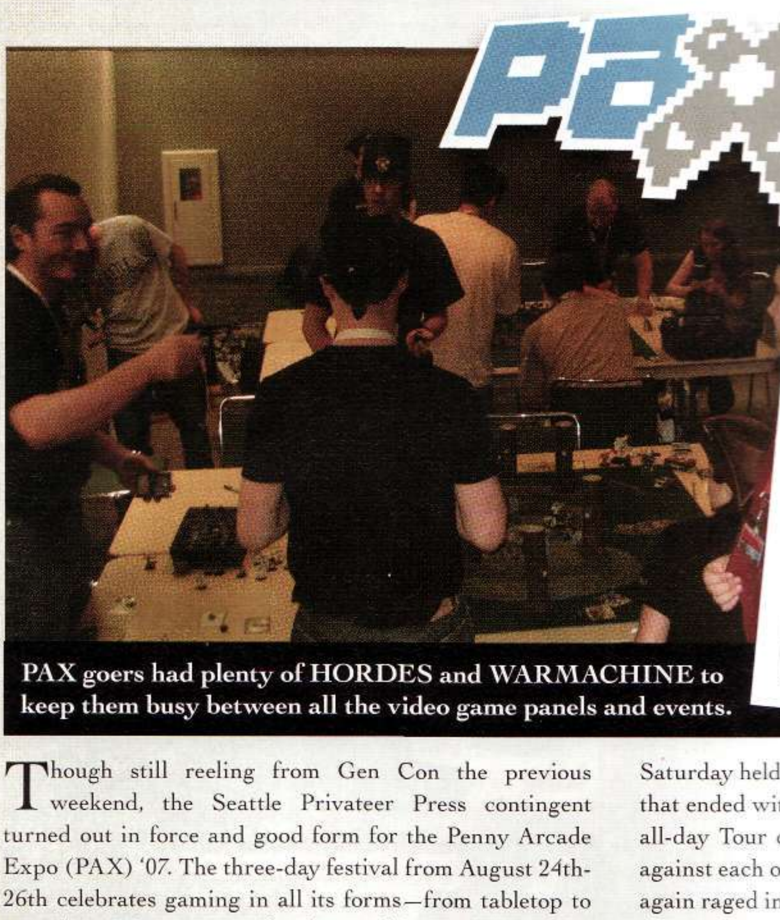


A new meaning to the term "road kill"



NEWS FROM THE FRONT

News From the Front brings you recaps and advance information about WARMACHINE and HORDES related events from around the world. Is there a cool event taking place in your area? Tell us about it at: *submissions@privateerpress.com*



PAX goers had plenty of HORDES and WARMACHINE to keep them busy between all the video game panels and events.

Adam says PAX is "Super A-Number One!"

Though still reeling from Gen Con the previous weekend, the Seattle Privateer Press contingent turned out in force and good form for the Penny Arcade Expo (PAX) '07. The three-day festival from August 24th-26th celebrates gaming in all its forms—from tabletop to console to PC games—with a huge exhibition hall, panels, tournaments, and even gaming- and geek-themed concerts. The Privateer Press booth in the exhibition hall was constantly busy, and the Privateer black bandana became the show's most sought-after article of booth booty (don't call it swag!). Creative Director Matt Wilson turned out to represent both Privateer Press and the metal side of the miniatures hobby for a three-person panel on the subject of the "Future of Miniatures Gaming".

Official mixed WARMACHINE and HORDES tournaments ran all three days of the show. The weekend kicked off on Friday night with a very well attended Working Man tournament. The battle raged into the wee hours until tournament scene regular Chris Leaton (PG Heat Death on the forums) snatched final victory from his opponents' fatigued clutches.

Saturday held two events. First, a Steamroller tournament that ended with another win for Chris Leaton. Second, an all-day Tour of Duty event pitted four players per game against each other for the glory of their faction. The battles again raged into the night.

Sunday was the big event: The PAX Invitational Masters Tournament. Champions from PAX Qualifiers held all over North America came to lock horns. Once again, Chris Leaton took first place, totaling up an impressive undefeated record for all three days of PAX. After the Masters Tournment wrapped up, attendees packed in more Tour of Duty rounds until the convention closed. In the end, Cryx led the pack with more victory points than any other faction.

PAX continues to grow in terms of popularity, attendance, and relevance, even for the miniatures and RPG market.

For more information about PAX, go to:

www.pennyarcadeexpo.com

Report by Andrew Linstrom

THRALL HARVEST
A PLAYER-POWERED CHARITY TOURNAMENT

Here's your chance to do some good and have a great time doing it. Between November and January, you can join in a charity food donation tournament organized by players like you. Welcome to the Thrall Harvest.

Last year a group of players banded together to hold a WARMACHINE tournament with the goal to donate hundreds of canned goods to their local food pantries. The event proved so successful that this year the organizers, the Harvest Thralls, decided to help organize similar events world-wide.

By simply visiting harvestthralls.org you can find out how you can participate in this charity event, either by playing in the tournament or by organizing one of your own.

GIVING TILL IT HURTS (YOUR OPPONENT)

A Thrall Harvest is a one-day event focused on HORDES and WARMACHINE tournaments that use the unique and fun "Foodmachine" rules format. You buy your way into the tournament with a few cans (say 5 or 10) but the giving doesn't stop there. In a foodmachine-style game you donate cans during your game to gain in-game effects. "Want that Destroyer's Bombard to hit? Spend a creamed corn to boost it," their site explains. So bring lots! Check out the full rules at:

www.harvestthralls.org/foodmachine-rules

FIND A LOCAL HARVEST:

www.harvestthralls.org/find-a-local-harvest

START A HARVEST OF YOUR OWN

Organizing a Thrall Harvest charity tournament in your store mainly consists of checking with your store, registering on the Harvest Thralls site, and finding a local food pantry to accept the booty. The site provides everything you need including score cards and easy ways of promoting your event through the local media. Check harvestthralls.org for deadlines, dates, and details.

PRIZES

A hardy Privateer salute goes out to all the generous players participating in Thrall Harvests the world over. While the purpose of the event is to give, you won't necessarily walk away empty handed. Privateer Press will provide prizes, like signed books including the Limited Edition *Apotheosis* hardcover. The Harvest Thralls will provide a traveling trophy of their own design.

THE INTERCITY CHALLENGE

Every Thrall Harvest event is also eligible to win a traveling trophy that goes to the city that raised the most canned goods per person. Example: If you're event raised 500 cans, and had 20 people playing, that's 25 cans per person. This trophy will have the winning city's name engraved into it every year and will held by the winning store until the next year. Like the Stanley Cup, but with more baked beans.

LOCATIONS OF THE FIRST THRALL HARVEST FOOD-DRIVE TOURNAMENTS *

*As of printing.

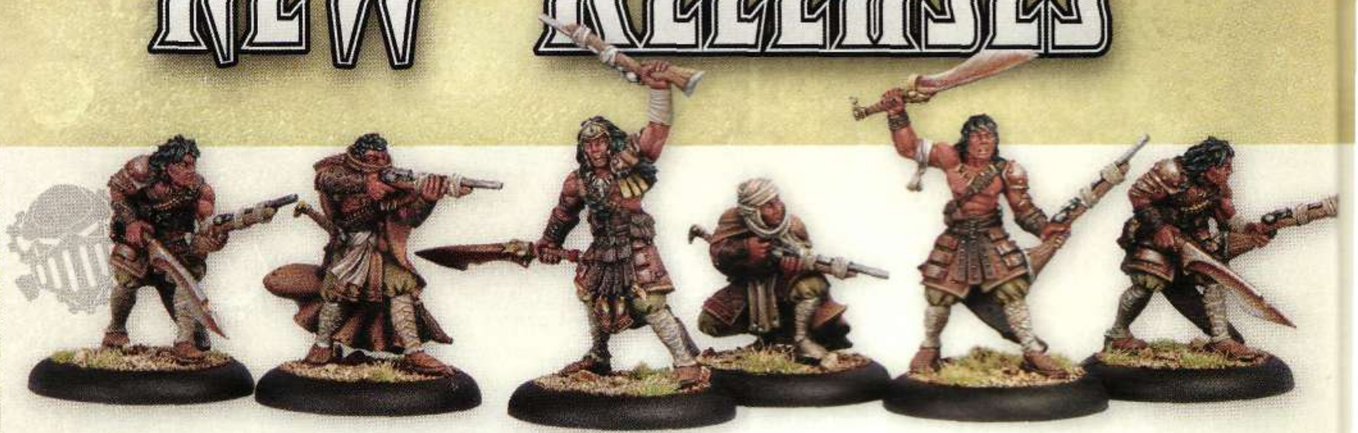
Date	Location	Store Name	Contact
11/11/07	Lee's Summit, MO	Pulp Fiction Games & Comics	(816) 554-7333
11/11/07	Conshohocken, PA	Round Tables Games & Stuff	(610) 825-6120
11/11/07	Calgary, AB (Canada)	Myth Games	(403) 769-1909
11/12/07	Melbourne, FL	Wizard's Wall	(321) 727-2599
11/17/07	Chattanooga, TN	Dicehead Games	(423) 822-2426
11/18/07	St. Louis, MO	Gamer Ground	(314) 423-4800
11/18/07	Springfield, MO	Meta-Games Unlimited	(417) 881-9390
11/18/07	New Berlin, WI	Hobbytown USA	(262) 784-9230
11/18/07	Flint, MI	Gamers Sanctuary	(810) 720-8280
11/18/07	Akron, OH	JAC Games	(330) 475-7468
11/18/07	Pittsburgh, PA	Legion Hobbies & Games	(412) 366-3725
11/19/07	Indianapolis, IN	Games 2 Die 4	(317) 536-2946
11/19/07	Woodbridge, VA	Game Parlor	(703) 551-4200
11/25/07	Livonia, MI	RIW Hobbies	(734) 261-7233
11/25/07	Chesapeake, VA	Tower of Games	(757) 819-7913
12/2/07	Springfield, IL	Mecca	(800) 869-8595
12/2/07	Crystal Lake, IL	The Game Escape	(815) 356-8870
12/2/07	Raleigh, NC	E.S. King Village Commons, NC State Univ	(919) 434-1314
12/9/07	New York City, NY	Kings Games	(718) 336-1955
12/15/07	Akron, OH	JAC Games	(330) 475-7468
12/23/07	Fort Scott, KS	Ft Scott Burbon County Transportation Center	(620) 223-0750

Visit www.harvestthralls.org for a complete listing.

SO WHAT ARE YOU WAITING FOR? DONATE LIKE YOU'VE GOT A PAIR!

NEW RELEASES

NOVEMBER 2007



IDRIAN SKIRMISHERS PROTECTORATE ALLIES

MASTERS OF THE UNPREDICTABLE AND LETHAL TERRAIN OF THE BLOODSTONE MARCHES, MOST IDRIAN TRIBESMEN CONVERTED TO THE LAWGIVER BUT PRESERVED THEIR NOMADIC WAYS. THEY EXCEL AT STALKING, AMBUSH, AND DESERT WARFARE AND HAVE TURNED THESE TALENTS TO THE SERVICE OF MENOTH'S TEMPLE. WITH THEIR ANCIENT, CURVED BLADES AND NEWLY ADOPTED RIFLES, THESE RUTHLESS WARRIORS CUT DOWN HERETICS ACROSS ALL NATIONS OF IMMOREN.

SCULPTOR: JOSE ROIG • PIP 42003 $29.99 • PIP 42004 $9.99

DECEMBER 2007

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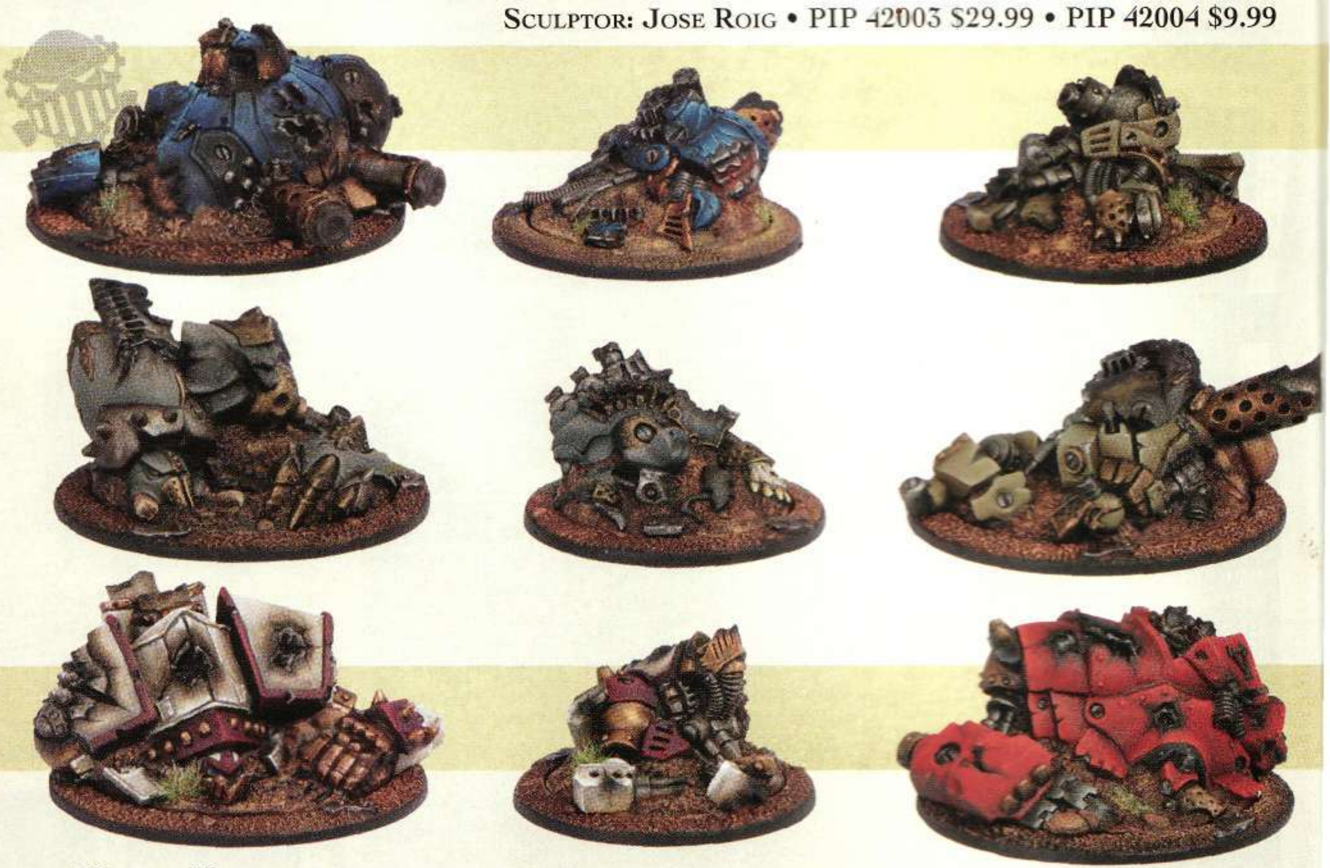

WRECK MARKERS • SCULPTOR: ROB HAWKINS

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CYGNAR LIGHT WARJACK WRECK MARKER	PIP 91025	$5.99
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NEW RELEASES

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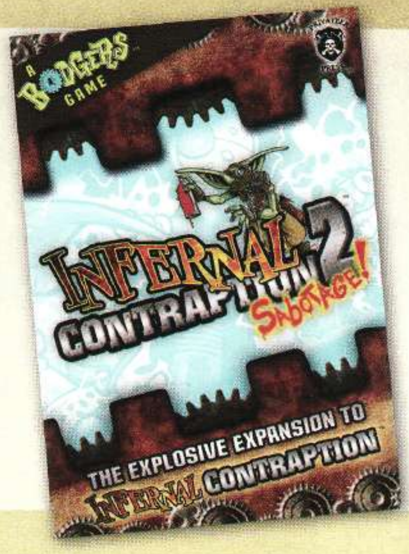
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SABOTAGE!
THE EXPLOSIVE EXPANSION TO INFERNAL CONTRAPTION

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PIP 91022 $6.99 (2 40MM BASES)
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DECEMBER 2007

FORCES OF WARMACHINE
pirates
of the Broken coast

FORCES OF WARMACHINE: PIRATES OF THE BROKEN COAST

PREPARE TO BE BOARDED. PRIVATEER PRESS PRESENTS THE FIRST OF A NEW TYPE OF EXPANSION FOR WARMACHINE DEDICATED SOLELY TO MODELS FROM A SINGLE FORCE. THIS GORGEOUS 72-PAGE BOOK DETAILS THE MERCENARY PRIVATEERS THAT TERRORIZE THE WESTERN COAST OF IMMOREN. DRAWN FROM DARK DENS AND SEEDY SEAPORTS, THESE RUTHLESS SEA DOGS AND THEIR COLORFUL COMMANDERS BRING A UNIQUE BLEND OF POWER, SPEED, AND SYNERGY TO THE TABLE. THIS BOOK INCLUDES EVERYTHING YOU NEED TO FIELD ALL-PRIVATEER ARMIES OF EVERY DESCRIPTION, AS WELL AS ALL THE RULES TO INTEGRATE THESE MODELS AS MERCENARIES IN EXISTING FACTION AND MERCENARY ARMIES. NEW WARCASTERS, UNITS, SOLOS, UNIT ATTACHMENTS, AND WARJACKS GIVE THIS BOOK A PUNCH FAR GREATER THAN ITS PAGE COUNT SUGGESTS. HOIST YOUR DIRGE FLAG AND START SLITTING THROATS!

PIP 1013 $21.99 (SOFTCOVER)
PIP 1014 $29.99 (SPECIAL EDITION HARDCOVER)

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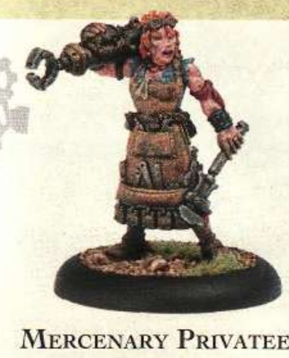

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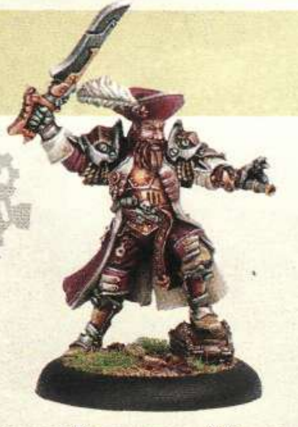

MERCENARY PRIVATEER WARCASTER
CAPTAIN BARTOLO MONTADOR,
AKA BROADSIDES BART
SCULPTOR: STEVE SAUNDERS • PIP 41050 $9.99

DECEMBER 2007

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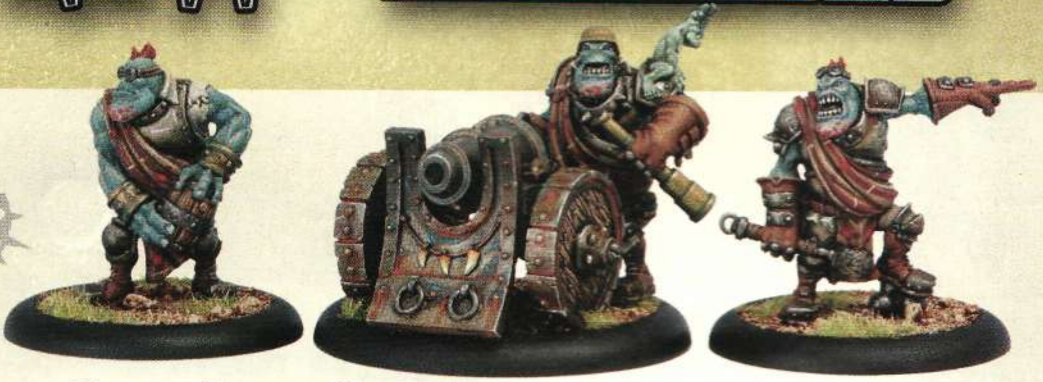
DECEMBER 2007

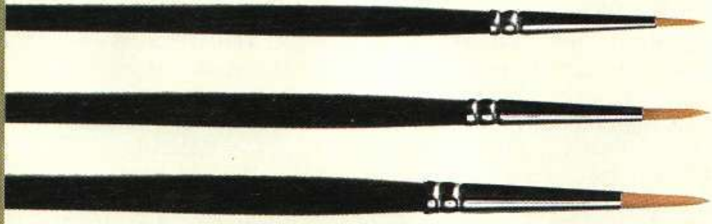


TROLLBLOOD TROLLKIN THUMPER CREW

CARRONADES, SHORT-RANGE NAVAL CANNONS DONATED BY KING LETO, NOW SERVE THE TROLLKIN KRIELS AS POWERFUL ARTILLERY. WHILE NOT ORIGINALLY INTENDED FOR USE ON LAND, THESE WEAPONS HAVE PROVEN VITAL IN PERIODIC CLASHES AGAINST THE SKORNE. THE TROLLKIN AFFECTIONATELY CALL THESE WEAPONS "THUMPERS", AND THEIR COMPACT SIZE MAKES THEM RELATIVELY EASY TO TRANSPORT FROM ONE BATTLEFIELD TO THE NEXT.

SCULPTOR: ARAGORN MARKS & JEFF WILHELM • PIP 71030 $29.99

DECEMBER 2007



FORMULA P3 HOBBY BRUSHES

THE FIRST IN THE FORMULA P3 LINE OF HOBBY SUPPLIES, THESE THREE EXCELLENT HOBBY BRUSHES ARE ALL A NOVICE OR EXPERIENCED HOBBYIST NEEDS TO TACKLE ANY PROJECT. THE WORKHORSE BASE BRUSH IS IDEAL FOR RAPID BASE COATING AND LAYING DOWN BROAD AREAS OF PAINT. WORK BRUSHES PROVIDE MASTERFUL CONTROL FOR BLENDING AND HIGHLIGHTING. FINE BRUSHES ARE DESIGNED FOR PRECISE EXECUTION OF FINE DETAIL WORK.

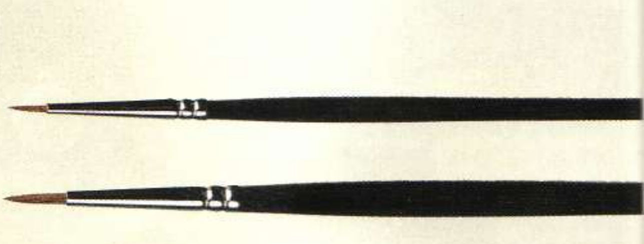
FINE HOBBY BRUSH	**PIP 93007**	**$6.99**
WORK HOBBY BRUSH	**PIP 93008**	**$6.99**
BASE HOBBY BRUSH	**PIP 93009**	**$6.99**

DECEMBER 2007

FORMULA P3 STUDIO BRUSHES

THESE PROFESSIONAL-GRADE ARTISTS' BRUSHES ARE DESIGNED TO PROVIDE THE DISCRIMINATING PAINTER WITH THE FINEST PAINTING EXPERIENCE. USED IN THE PRIVATEER PRESS STUDIO, THESE PREMIUM BRUSHES ARE MADE OF NATURAL SABLE BRISTLES. BOTH THE FINE AND WORK BRUSHES DELIVER ALL THE QUALITIES PROFESSIONALS DEMAND: EXCELLENT FLOW CONTROL, BALANCE, AND DURABILITY.

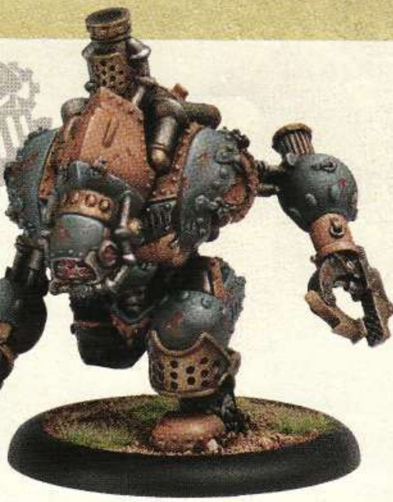
FINE STUDIO BRUSH	**PIP 93088**	**$11.99**
WORK HOBBY BRUSH	**PIP 93087**	**$11.99**

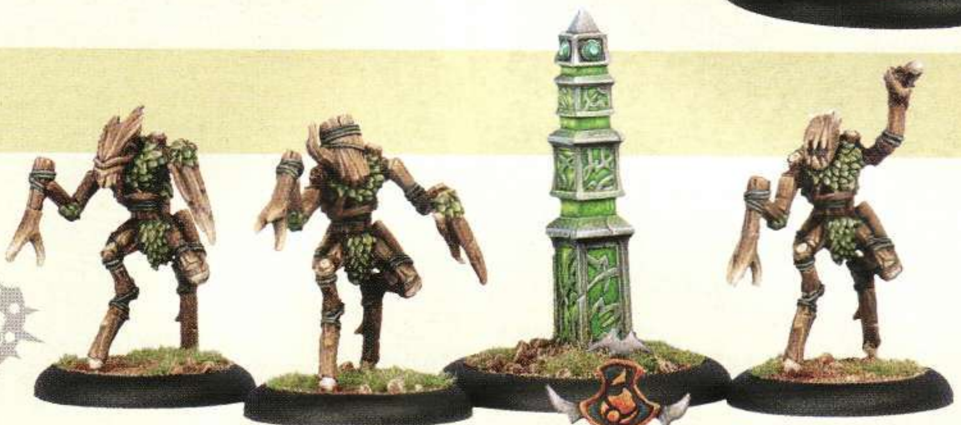


Mercenary Freebooter Heavy Warjack

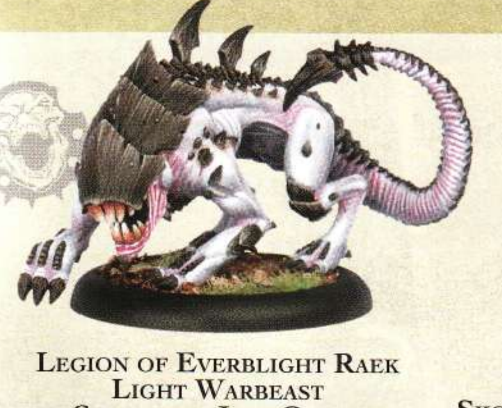
Freebooters barrel across heaving decks to obliterate anything they strike. A favorite of sea captains everywhere, the Freebooter has undergone a number of mechanical alterations to turn this former laborjack to military use, and it takes to brawling with frightening enthusiasm. A crew often grafts a jury-rigged arcane turbine to the engine that allows warcasters to shred a few of the warjack's gears for a quick surge of speed.

Sculptor: Ben Saunders • PIP 41057 $29.99

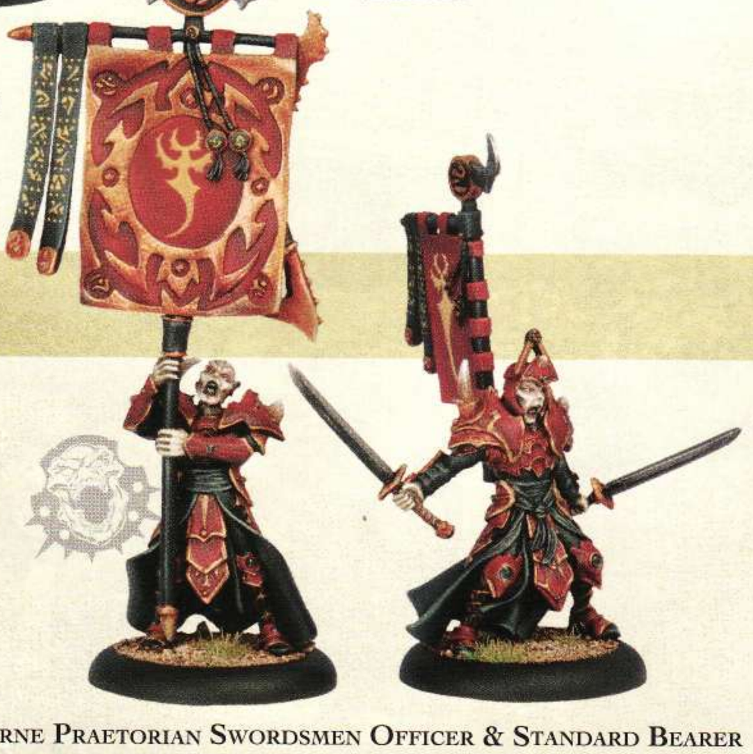




Circle Orboros
Sentry Stone & Mannikins
Sculptor: Ben Saunders & Jeff Wilhelm
PIP 72029 $15.99



Legion of Everblight Raek
Light Warbeast
Sculptor: Jeff Grace
PIP 73023 $18.99



Skorne Praetorian Swordsmen Officer & Standard Bearer
Sculptor: Bobby Jackson • PIP 74031 $17.99

2007: A LOOK BACK

A Year Packed with HORDES, WARMACHINE...and MORE!

At the time of this writing, the leaves are changing and the air has a decidedly brisk feel. Yes, winter is coming to the northern hemisphere, bringing a close to the year. Here are just a few of the great Privateer Press books, events, and miniatures that appeared in 2007.

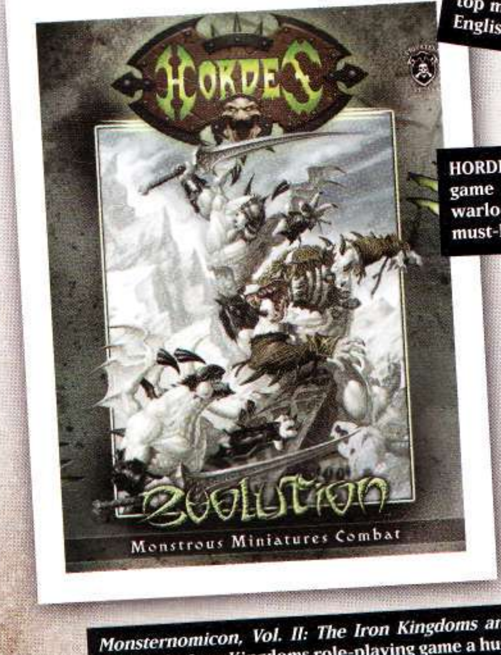
Tactics Tip

ANY OF THESE GREAT RELEASES WOULD MAKE A FINE HOLIDAY GIFT. WE SUGGEST YOU CIRCLE THE ONE YOU WANT, WRITE "OMG! I NEED THIS!" NEAR IT, AND LEAVE THIS PAGE OPEN WHERE YOUR PARENTS, WIFE, OR GAMING BUDDY WILL "JUST HAPPEN" TO SEE IT.

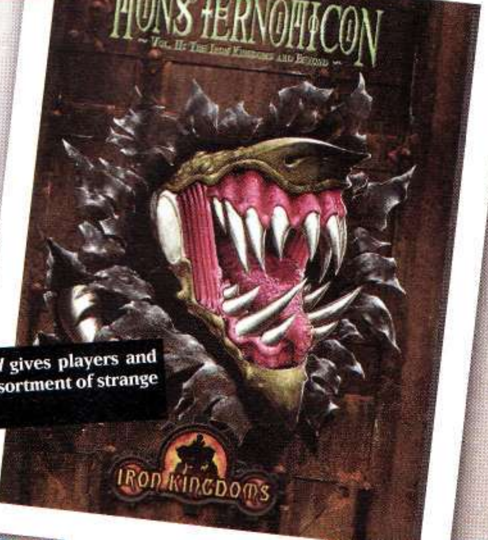
2007 marked the first year for official league play. The Call to Arms Seasons melded hobby, gaming, and storyline into a seamless experience. Then HORDES and WARMACHINE collided with primal fury in the Summer Rampage league. The wildly popular Call to Arms WARMACHINE League opens to include HORDES factions starting in 2008.

WARMACHINE
PRIME
REMIX
STEAM-POWERED MINIATURES COMBAT.

In Janurary, WARMACHINE's basic rulebook received a facelift with the release of *WARMACHINE: Prime Remix*, with updates and clarifications, all bound in gorgeous new, full-color art. This new standard for tabletop miniatures is now available in German, Spanish, and French as well as English. The best just got better!



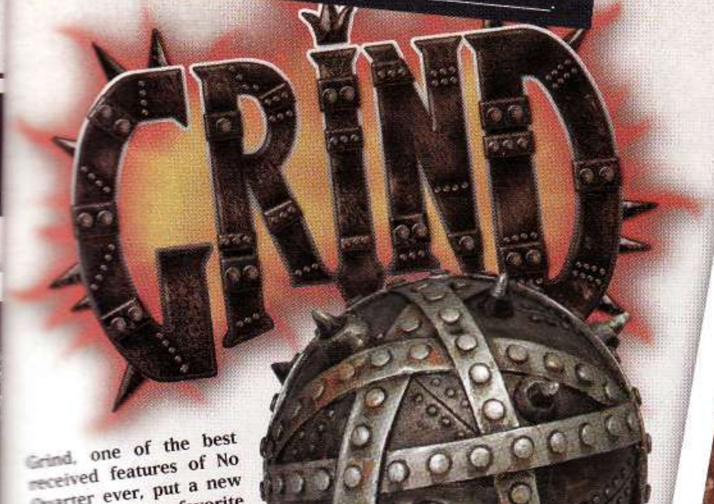
HORDES players feel the fury with the first expansion to the award-winning game of Monstrous Miniatures Combat with *HORDES: Evolution*. New warlocks, unit attachments, and the introduction of cavalry makes this a must-have for any HORDES player.



***Monsternomicon, Vol. II: The Iron Kingdoms and Beyond* gives players and GMs of the Iron Kingdoms role-playing game a huge new assortment of strange beasts and terrible foes to defeat.**

Tactics Tip

DEAR PARENT, WIFE, OR GAMING BUDDY: YOU CAN FIND THESE PRODUCTS AT MY LOCAL GAMING STORE, ______________.



Grind, one of the best received features of No Quarter ever, put a new spin on your favorite miniatures. This article from issue #10 turned your WARMACHINE warjacks into the most dangerous sports teams around. The Grind Ball is available at store.privateerpress.com.

Mercenary Privateers, an entirely new mercenary force, stormed the decks this May, bringing an exciting assortment of dangerous cutthroats to WARMACHINE.

INFERNAL CONTRAPTION
PRIVATEER PRESS
Exothermic Reactor
Pneumatic Shredder
A BODGERS GAME
INFERNAL CONTRAPTION 2
SABOTAGE!

Infernal Contraption and its expansion, Infernal Contraption 2: Sabotage!, broke the mold with our first card game and gained instant acclaim. Filled with goblin bodgers and mechanical mayhem, this is just the first of new kinds of games from Privateer.

Gale Force 9 introduced high-quality, pre-painted WARMACHINE-themed terrain to make your battlefield truly breathtaking. See www.gf9.com for details and pricing.

FORCES OF WARMACHINE
PRIVATEER PRESS
pirates of the Broken coast

Coming this December, Forces of *WARMACHINE: Pirates of the Broken Coast* brings more options for building pirate armies. Plunder Like You've Got A Pair.

FORMULA P3
WARMACHINE
HORDES
Formulated for the Ultimate Painting Experience

The Formula P3 line is more than just our top-of-the-line paints. We're adding a set of brushes this December.

Privateer Press would like to thank all of our fans for making 2007 a fantastic year for all things HORDES and WARMACHINE. Just wait till you see what's in store for 2008!

2007 FORMULA P3 GRANDMASTER PAINTING COMPETITION

Some of the Best Painting Around

In 2006, painters from around the world descended on Gen Con to show off their skills and love of the Iron Kingdoms in Privateer Press' first painting contest. The 2007 contest seriously raised the bar. Hundreds of entries, showcasing some of the best paint jobs around dazzled fans of WARMACHINE and HORDES and the judges alike with the sheer level of craftsmanship and creativity invested in making these models and dioramas shine.

Privateer Press' Studio Manager Ron Kruzie, Studio Painter Quentin Smith, and Hobby Content Manager (and award winner from 2006) Rob Hawkins scrutinized the mass of entries for hours. The fierce competition and astounding artistry showcased a mix of familiar faces and fresh blood. In the end, Marike Reimer claimed the prize as Grandmaster with her breathtaking Skarre, Queen of the Broken Coast (see following page).

Herein we present the award winners for the 2007 Formula P3 Grandmaster Competition and some of the more notable Honorable Mentions. Thanks to all the participants who spent countless hours producing some of the finest paint jobs around!

Think You Have the Chops to be a Champ?

Keep an eye out in future issues of No Quarter for rules and details on next year's Formula P3 Grandmaster Painting Competition. Remember, it's never too early to start honing your skills or start on that award-winning diorama or paint job. If you have the chops, you could win one of these!

GRANDMASTER AWARD WINNER

The Categories

Warjack/Warbeast
A single light or heavy warjack or warbeast

Warrior Model
A single trooper, solo, warcaster, or warlock

Battlegroup
A warcaster and 2-5 warjacks or a warlock and 2-5 warbeasts

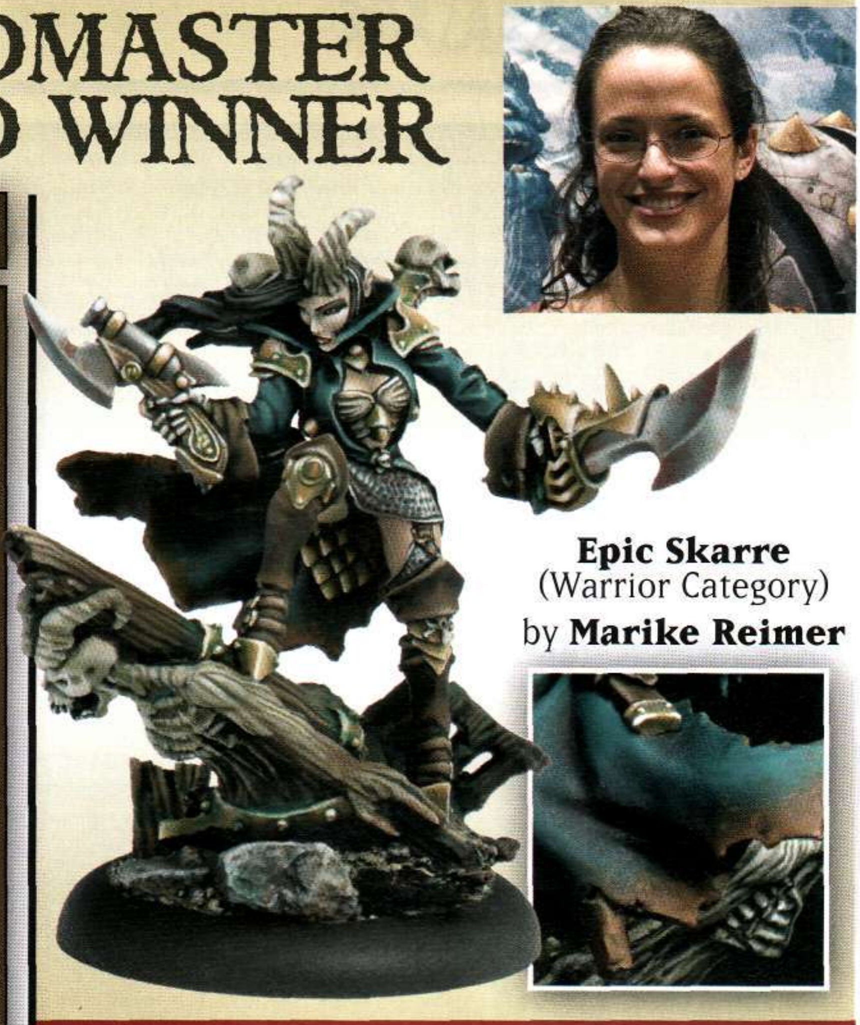
Unit
Game legal group of models or a unit

Diorama
A scene of the Iron Kingdoms, made up of components that do not exceed 12" wide, by 12" tall, by 12" deep.

The Prizes
$200 First Place Prize per category.

Grandmaster
The Grandmaster is selected from the first place entries in each category and wins:

$1,000 and Bragging Rights



Epic Skarre
(Warrior Category)
by **Marike Reimer**

THE JUDGES SPEAK...

Ron Kruzie, Studio Manager
The buttery smooth blends add a richness that push this miniature beyond attractive to a degree of decadence. Marika has drawn out this model's feminine beauty with color choice and composition that would melt the soul of any onlooker. This is simply a beautiful miniature to look upon.

Rob Hawkins, Hobby Content Manager
Marike used a well-balanced color palette and did not overwork the model. All of the elements stand apart from each other, including the different colors of wood on the ship, without becoming too busy. The highlights are appropriately placed, and the face is beautifully rendered.

Marike chose to use Nonmetallic Metal (NMM—painting metal areas using nonmetallic paints). It is a difficult technique that does not leave any room for error. It tends to either look absolutely correct or absolutely wrong. Marike's NMM is flawless. The soft, blended gradation on the blades, flecked with bits of rust, is outstanding.

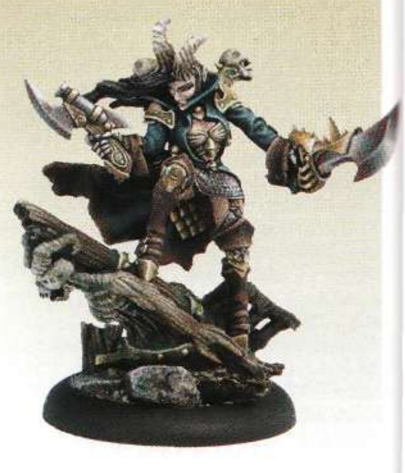
Composition and basing goes a long way in my book. The added detail of the rocks and broken planking helps fill out the base, and provides a sense of the rocky shore where the broken ship's prow rests. Skarre's position on the wreckage is balanced, and her weapons form a triangle with the base that leads your eyes around the model.

Quentin Smith, Studio Painter
Choosing the overall winner of a painting contest is quite a pressing task. Luckily Marike Reimer helped make our decision a bit easier this year by entering a flawless version of Epic Skarre. From the crisp, accurately rendered nonmetallic metals to the complimentary blue cloak and gold accents, I have a hard time finding fault with her entry. The blending is incredibly smooth. Every detail pops from the figure without overpowering the main focal point, Skarre's face. Marike demonstrates a stunning level of artistry on the face alone. The eyes look inhumanly real and feminine. The base is just as well rendered as the rest of the figure, from the corroded brass supports and sculpted rocks to the dirt splashed on the bottom of the cloak. The combination of these elements with an original color scheme helped this entry stand out dramatically at this year's competition.

WARRIOR

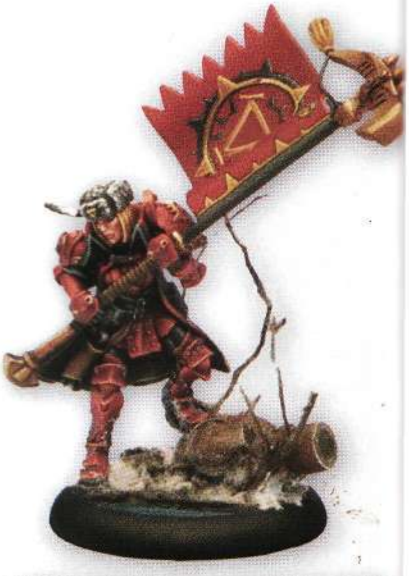
Epic Skarre
by **Marike Reimer**

The first thing I thought about when I started working on Skarre was her actual, physical location. I envisioned her on a boulder-strewn beach, shrouded in mist. The goal was to achieve a solitary, perhaps forlorn effect. With the exception of the expression on her face, all this had very little impact on the end result. However, that thought process did serve to keep my mind focused on painting during those hours in which sensible people are asleep. There was a lot of sleep deprivation involved since I began painting Skarre the week before Gen Con, which was also the same week as final exams for my summer class.



Epic Sorscha
by **Jérémie Bonamant**

When I saw this miniature, I immediately imagined a violent contrast between red and white, snow and armor, matte and brilliant, and cold and warm tones. I used cold, dark blue in the shadows of the armor to contrast with the warm color of the highlights, created with yellow and skin tones. I used the same orange/yellow blend for her hair and the highlights of the armor; the same dark red for the armor, hair, and the golden parts to create harmony between all the elements of the miniature.



WARRIOR

Epic Skarre
by **M. Greatbeard**

WARRIOR – HONORABLE MENTION

Morvahna
by **Mengu Gungor**

Vayl
by **Susan Wachowski**

Severius
by **Kevin Clark**

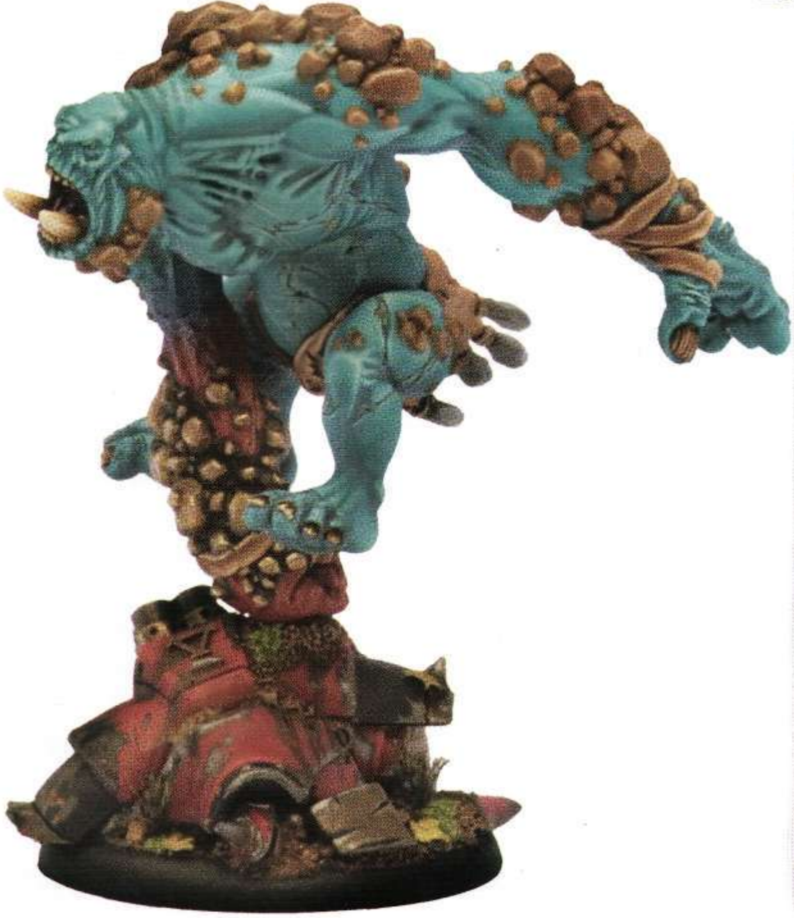
WARJACK/WARBEAST

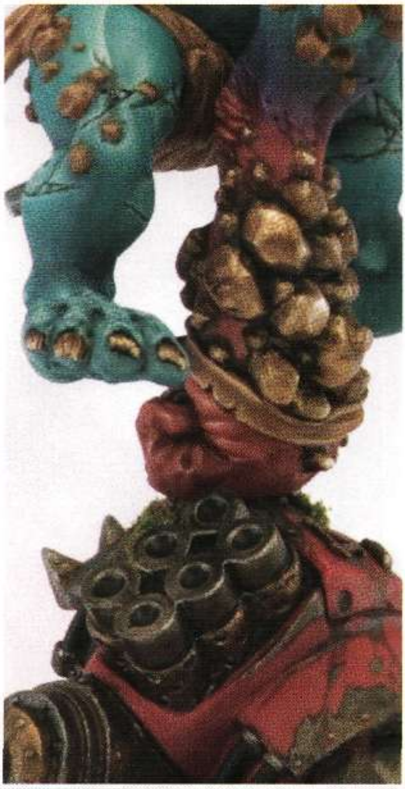
P3 PAINTING CONTEST

GOLD

I've been painting miniatures for six years. I first chose to do an Earthborn Dire Troll because I really enjoy miniatures with character and dynamic movement, which this miniature has in aces, and second because the Earthborn's unique ability to metamorphose into whatever it touches had to be brought to life. I came up with the idea that with its posing, I could show the troll vaulting over a wrecked 'jack, with its arm changing to the color of the metal. I went with a strong, dramatic color scheme that took about 35 hours, with assembly and painting, to complete.

Earthborn Dire Troll
by **Rich Curtiss**



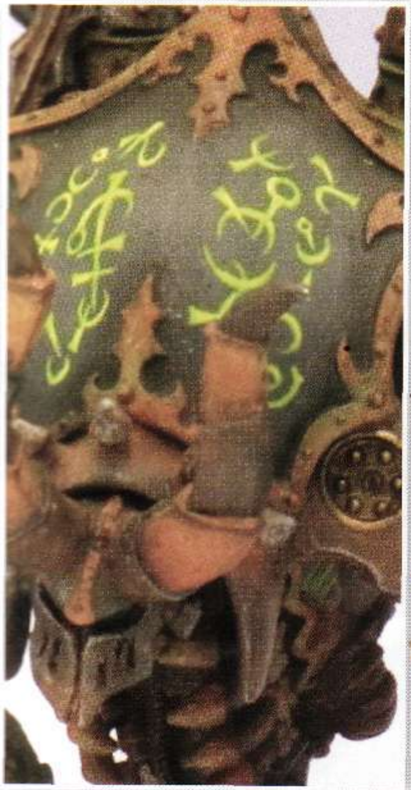


WARJACK/WARBEAST

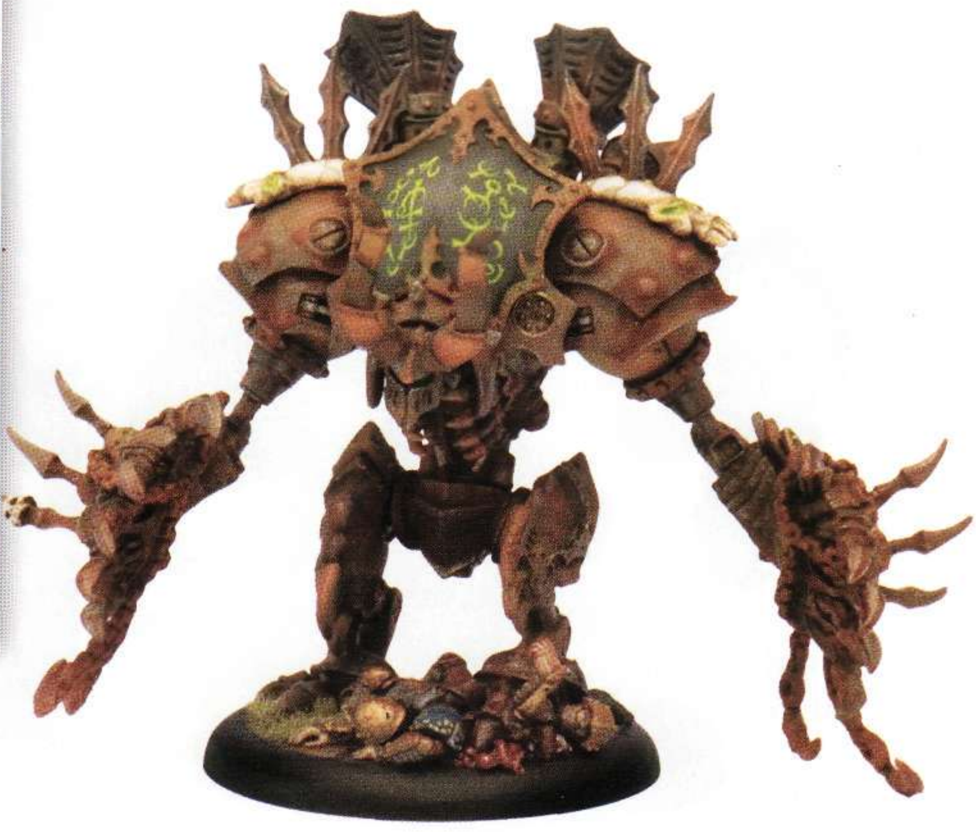
P3 PAINTING CONTEST

SILVER

I am a 26-year-old History major at Northern Illinois University. I was a tanker in the army, and my love for massive steel beasts of destruction easily translated over to WARMACHINE. The Deathjack was a genuine pain to hollow out for the lighting (as it is a fickle entity). Plus, his base took forever to sculpt, though it clearly illustrates how much I hate Trenchers.



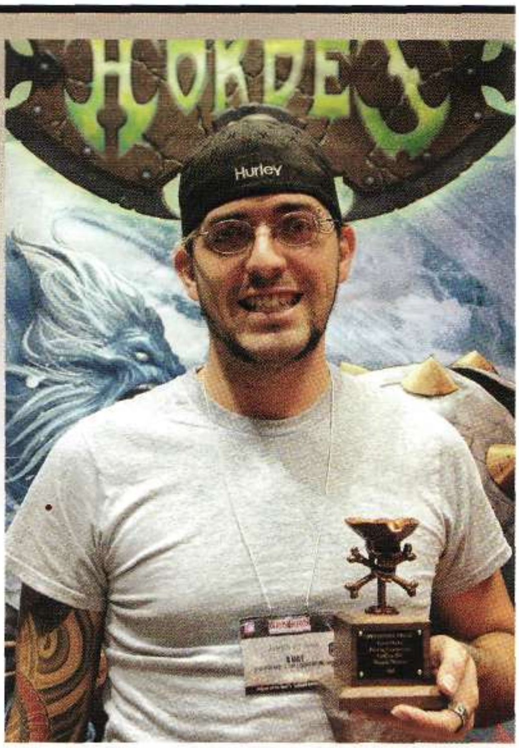
Rusty Deathjack
by **Adam Huenecke**



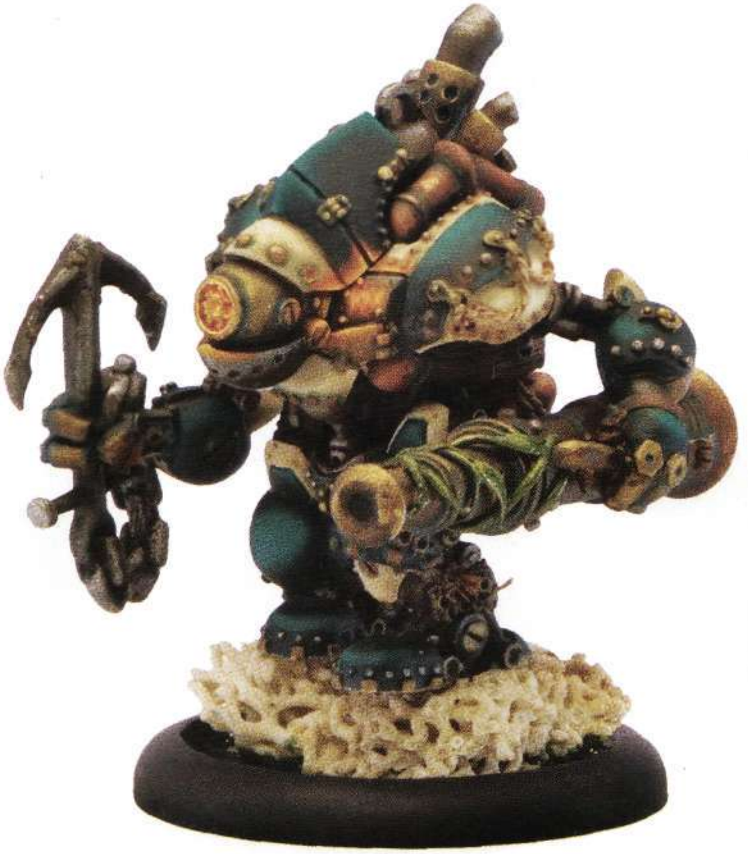
WARJACK/WARBEAST

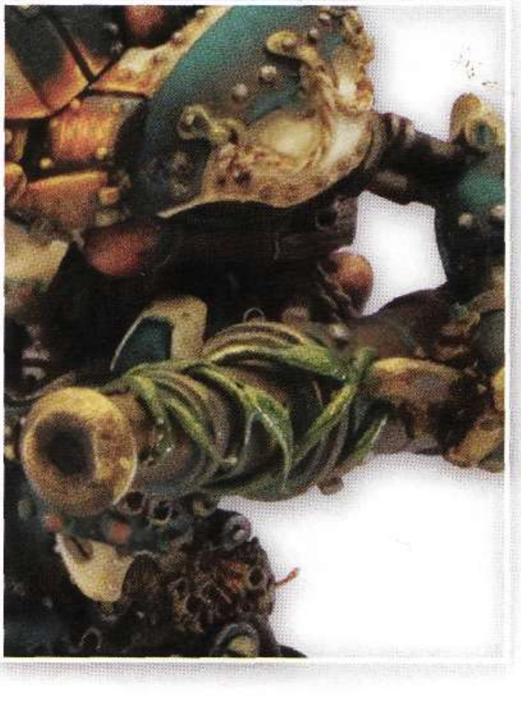
P3 PAINTING CONTEST BRONZE

This model took about 20 hours total to paint. I originally wanted to paint in 95% of it in metallic to showcase weathering and aging, but changed my mind in mid-stride. I did some conversion with putty and brush bristles for the barnacles. The base is a real piece of coral set in water effects. I was a little nervous about it, because there is only a single 1/16-inch brass rod through one foot holding it in place, and I thought it might snap. Fortunately, it stayed on!



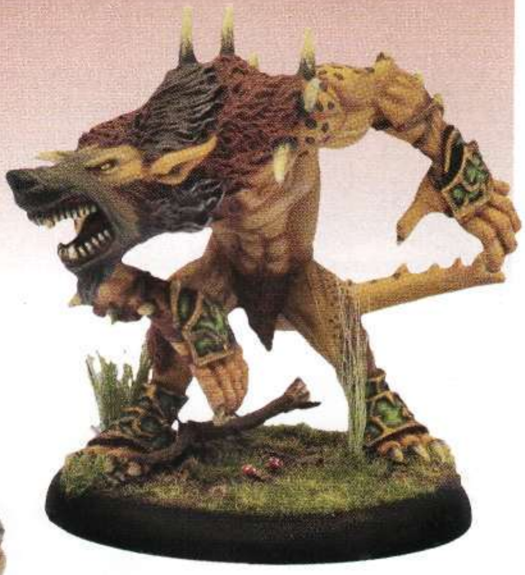
Mariner
by **Joe Whitlock**

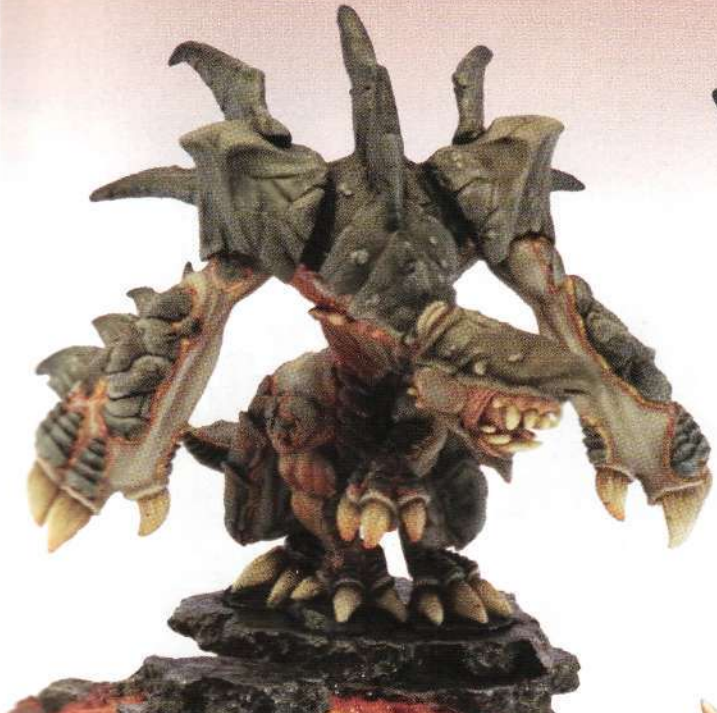


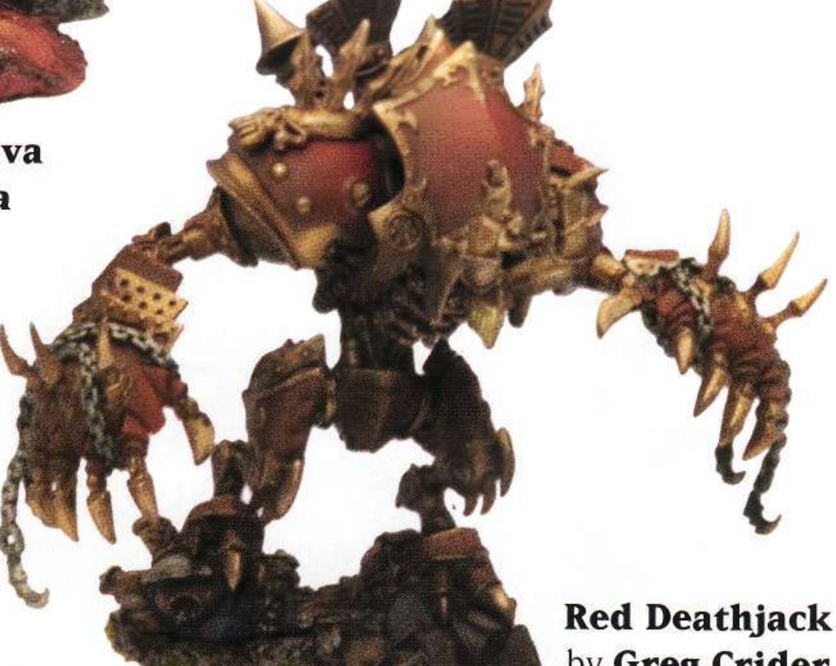


WARJACK/WARBEAST

WARJACK/WARBEAST – HONORABLE MENTION


Spotted Warpwolf
by **John Salmond**

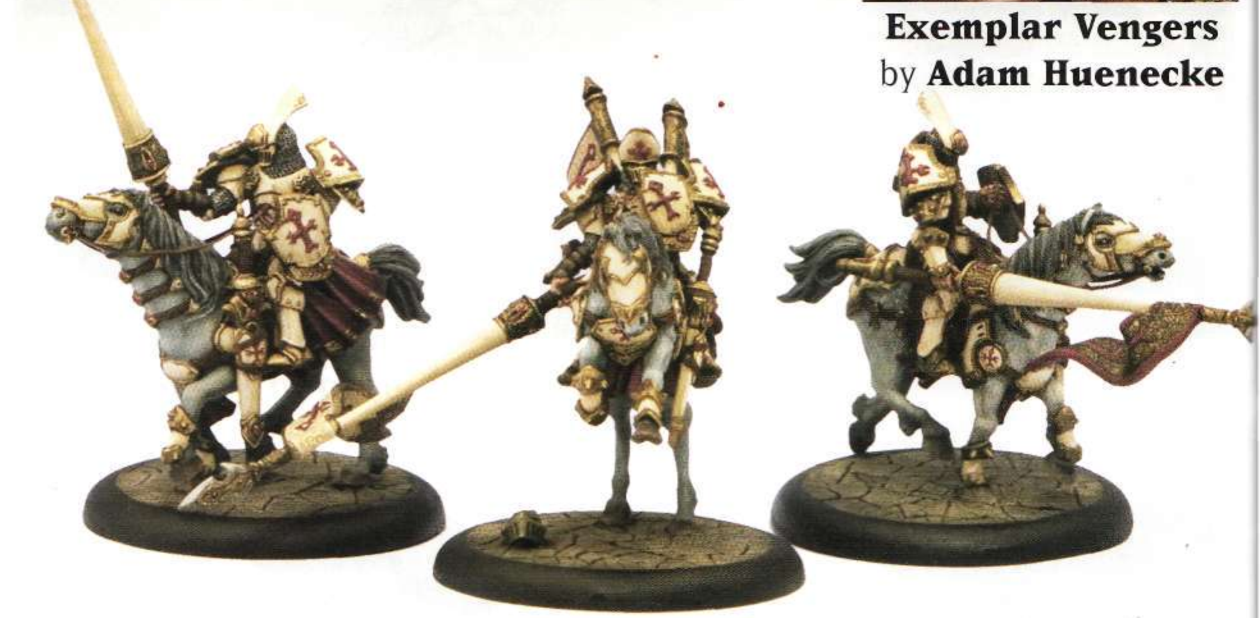

Carnivean on Lava
by **Sonya Taulia**


Red Deathjack
by **Greg Crider**

UNIT

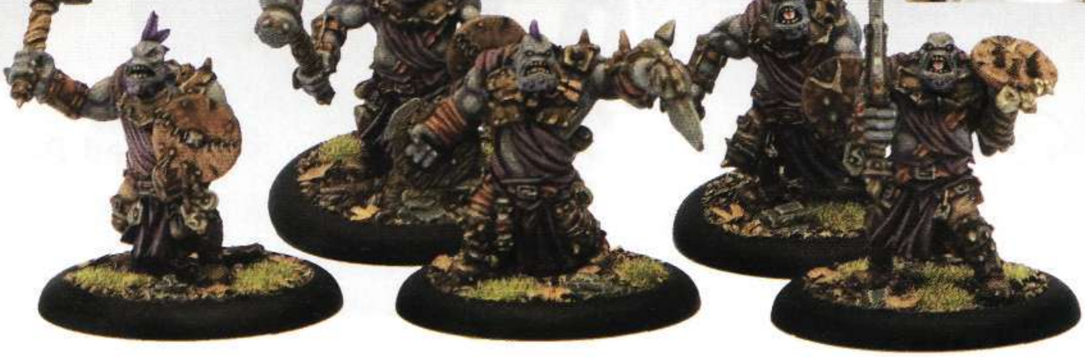
For my Exemplar Vengers entry, I did light conversion, repositioning limbs and adding banners, and then tried to emulate an Islamic style with the paint scheme and detail work.

Exemplar Vengers
by **Adam Huenecke**



Trollblood Kriel Warriors
by **Ryan Jaynes**

Ryan also won the HARDCORE Master Craftsman award on p. 42!

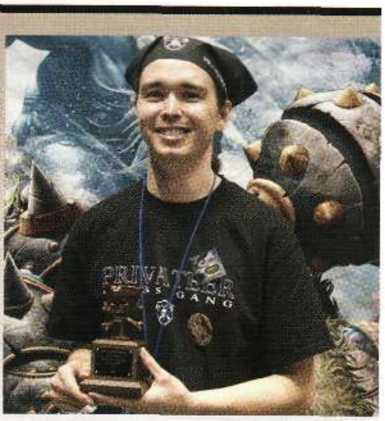


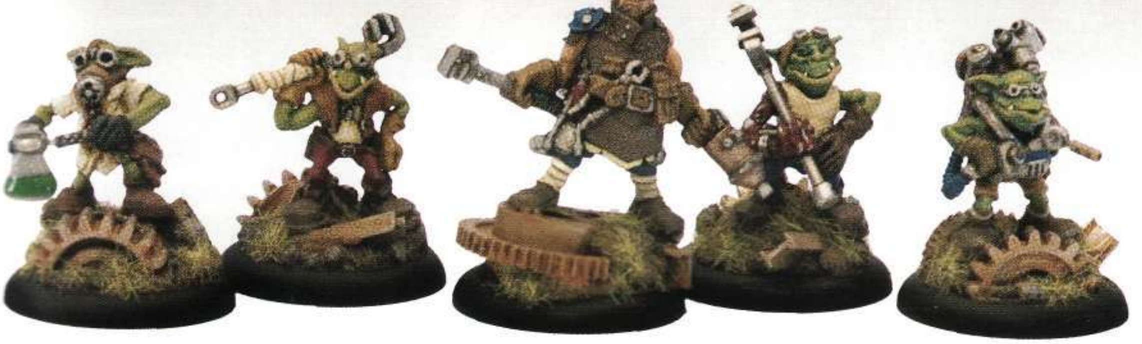
UNIT

Field Mechaniks (Infernal Contraption Bodgers)

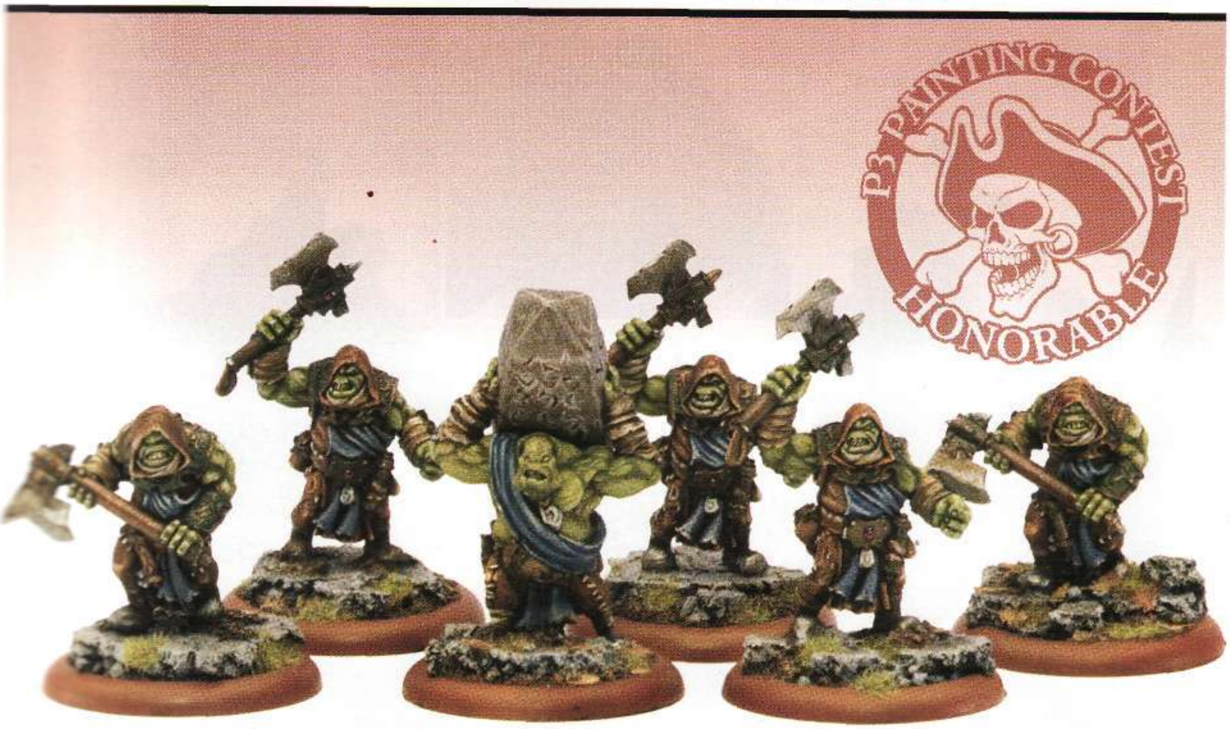
by **Ben Leong**

When I saw Infernal Contraption I was hooked. After playing my first game, I went out and bought some models, putty, and a pack of jeweller's saw blades. Two nights later, the Infernal Contraption gobbers were ready for painting. The alchemist is my favourite.





UNIT – HONORABLE MENTION



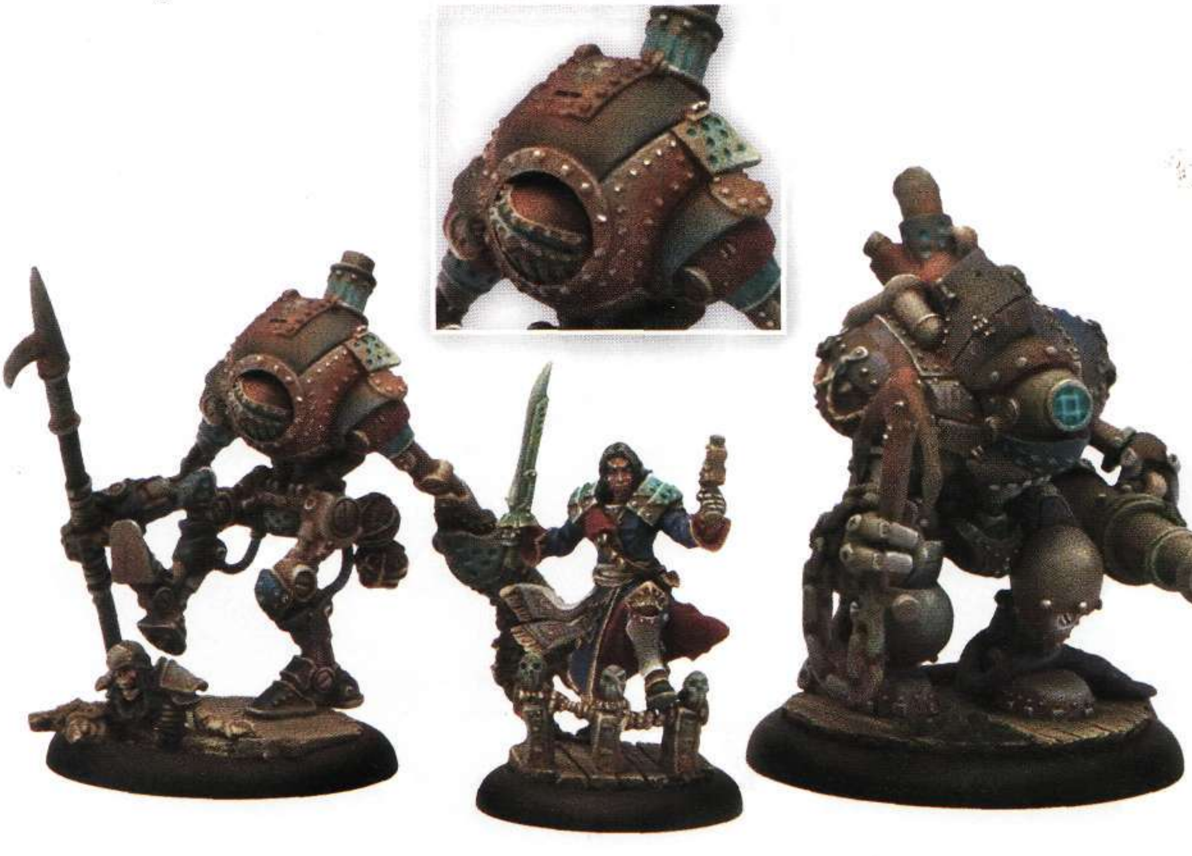
Krielstone Bearers
by **James Russell**

BATTLEGROUP/HORDE

P3 PAINTING CONTEST
GOLD

Privateer Battlegroup
by **Maciej Zylewicz**

The first inspiration for my entry came from Andrea Uderzo's stunning graphic of Shae—I loved the swashbuckling pose. I wanted each of the 'jacks to tell a story as well, from the Buccaneer's vain attempt to squish the Cryxian pirate to the Mariner's advance slowed, but not stopped, by an octopus. I repeated Shae's bold colors on the warjacks but muted with rust and weathering.

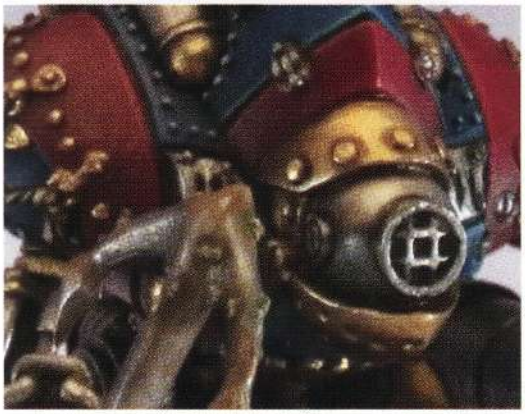


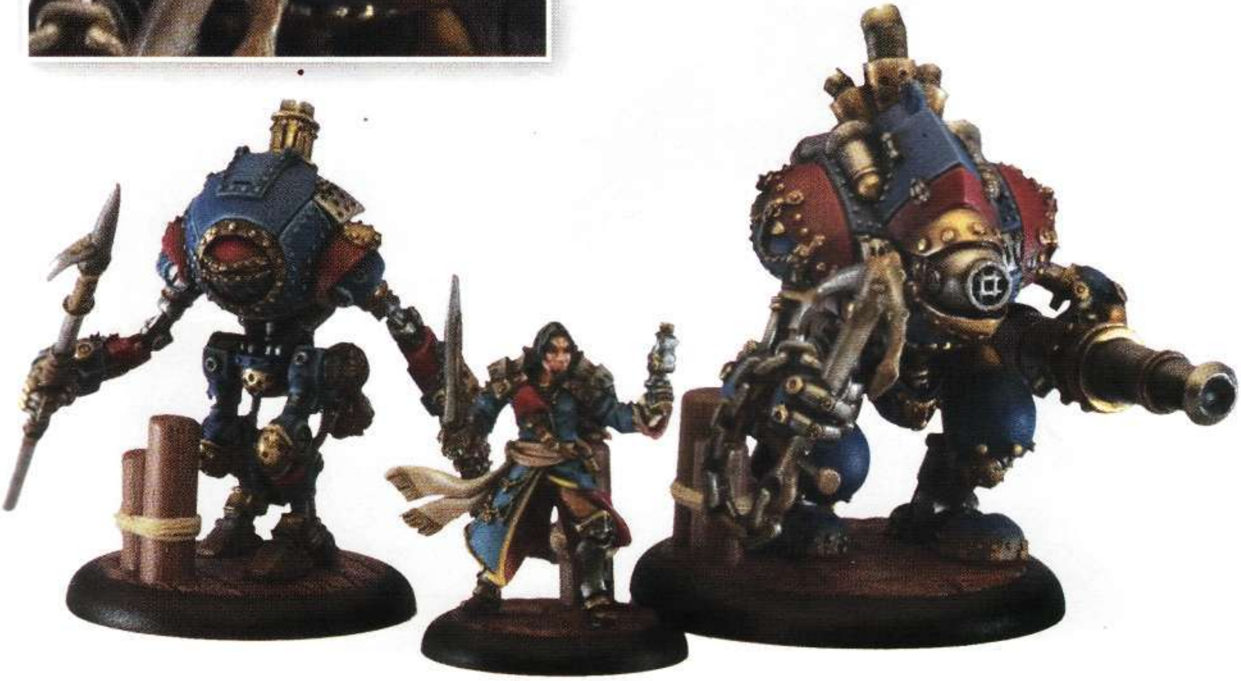
BATTLEGROUP/HORDE

P3 PAINTING CONTEST
SILVER

Rich Curtiss

Privateer Battlegroup
by **Rich Curtiss**

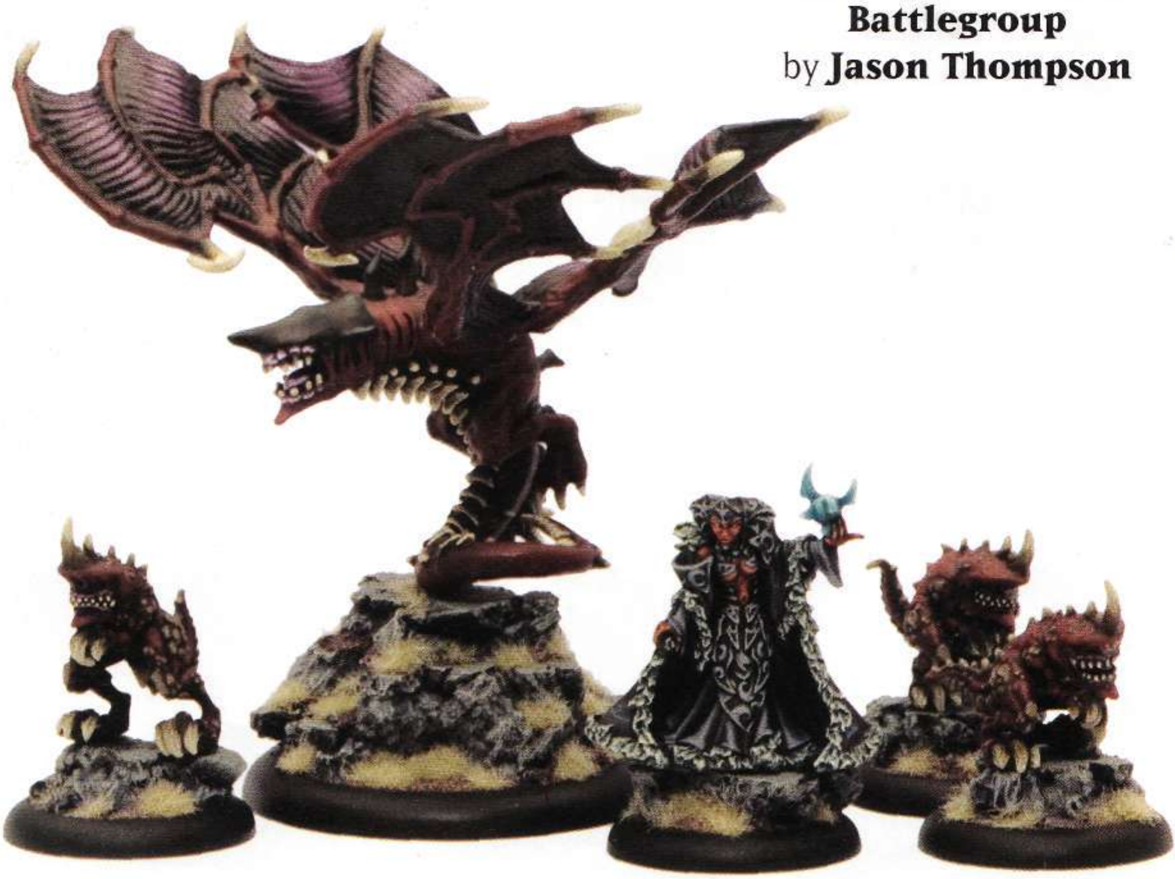




BATTLEGROUP/HORDE

P3 PAINTING CONTEST
BRONZE

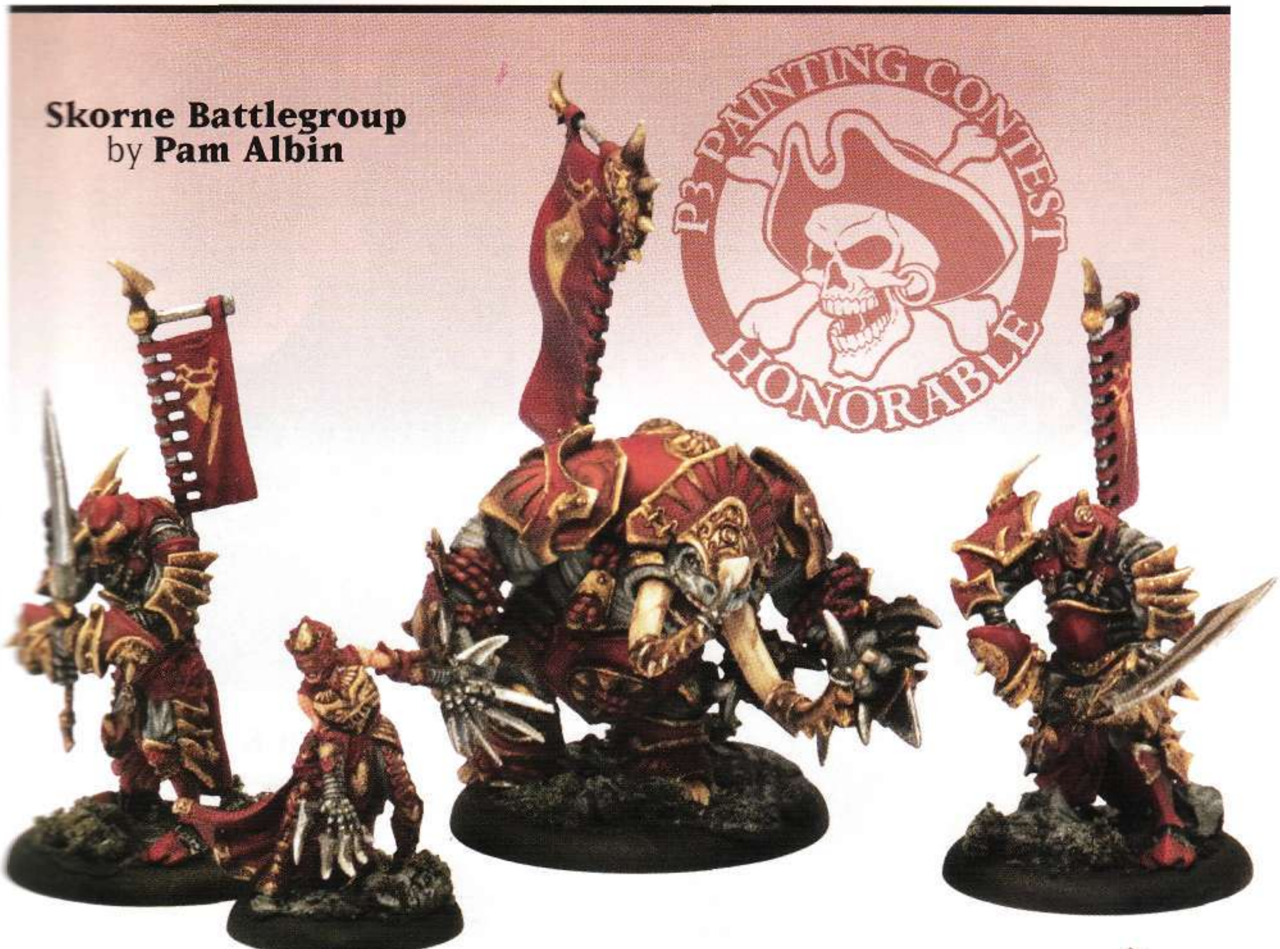
Legion of Everblight Battlegroup
by **Jason Thompson**

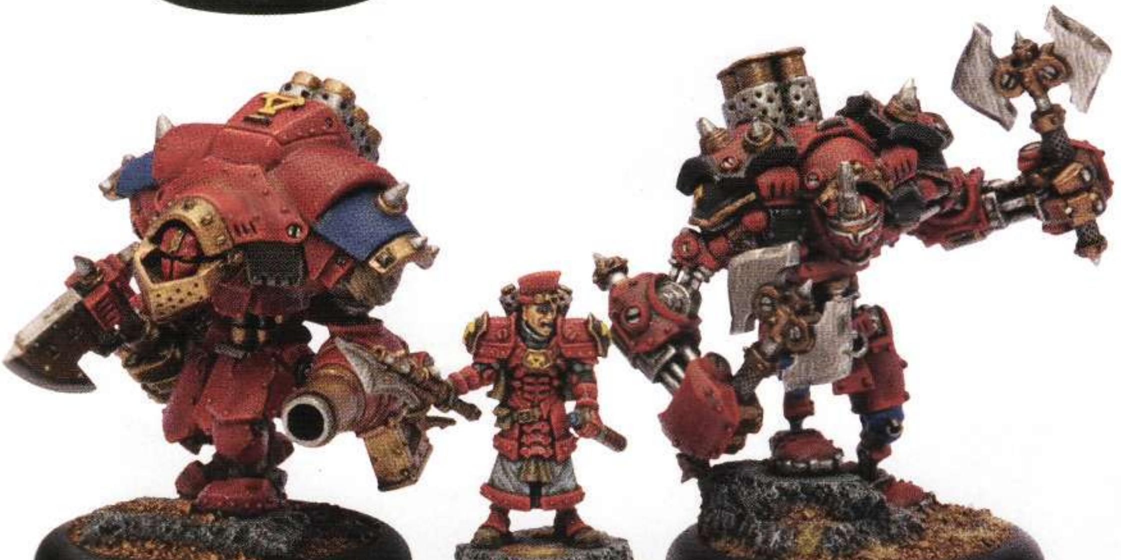


BATTLEGROUP/HORDE

BATTLEGROUP – HONORABLE MENTION

Skorne Battlegroup
by **Pam Albin**

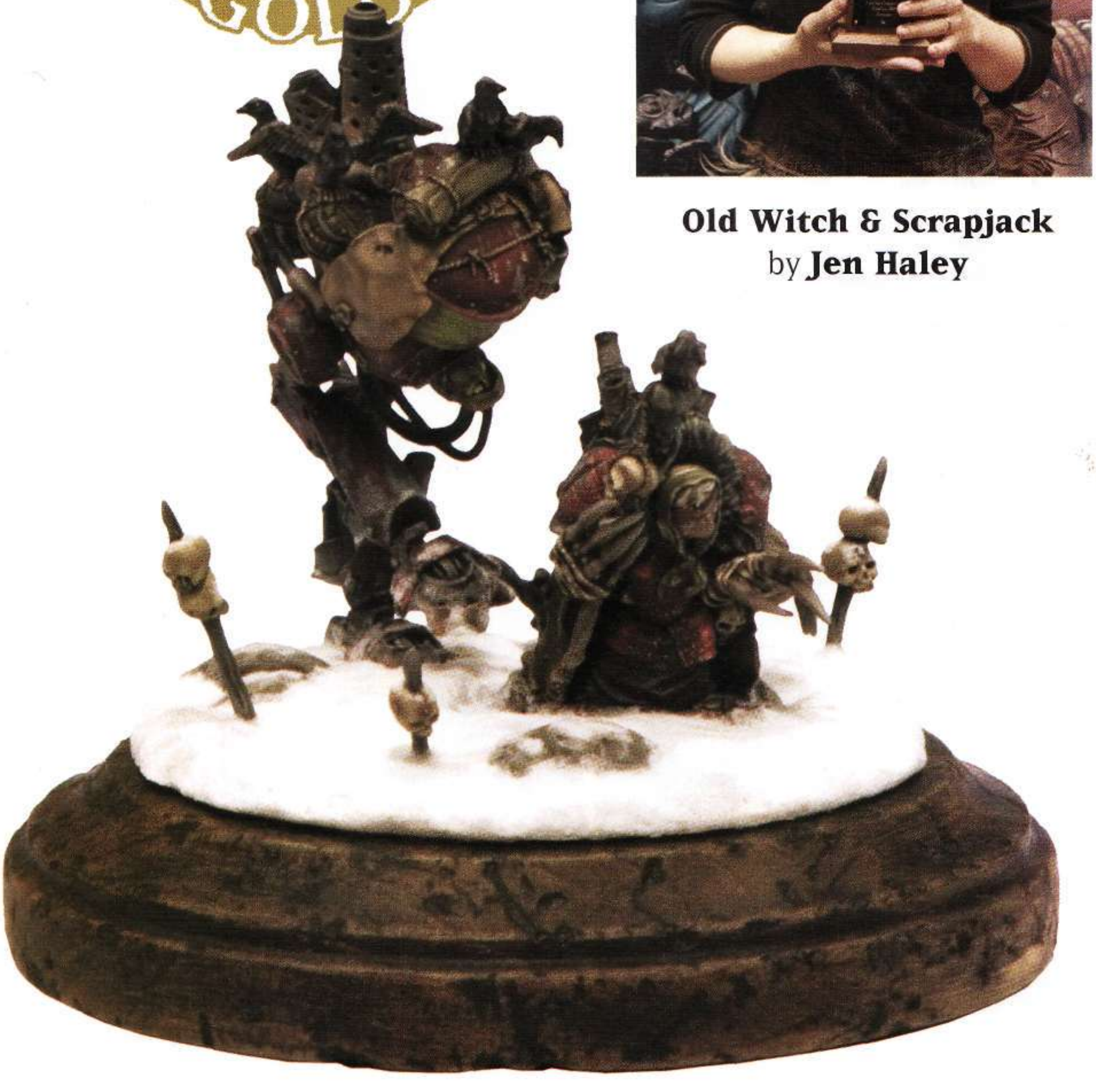

P3 PAINTING CONTEST
HONORABLE



Khador Battlegroup
by **Dave Schatz**

DIORAMA

P3 PAINTING CONTEST GOLD



Old Witch & Scrapjack
by **Jen Haley**

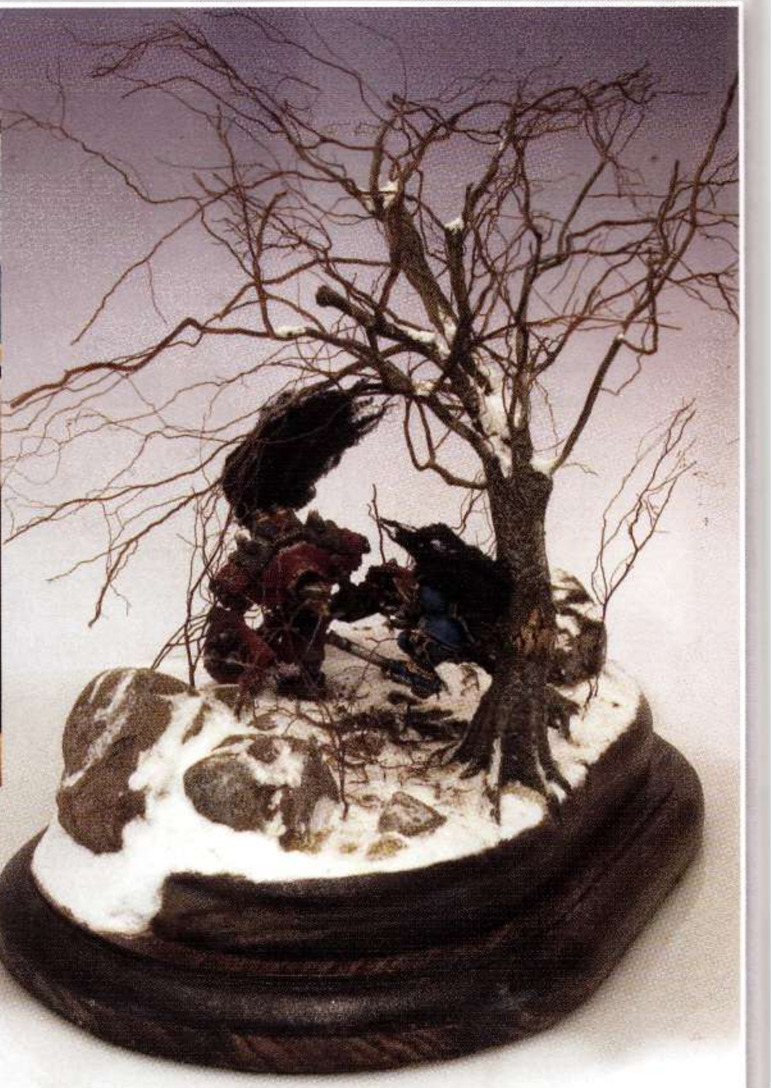
The Old Witch is one of my favorite characters, and I find the WARMACHINE: Apotheosis artwork evocative. I decided to recreate the illustration as a diorama, adding both Privateer bits and sculpted details, and emphasizing the influence of the Baba Yaga legend on the character. In the frozen waste, she points out something to the Scrapjack, which swings its head to peer at—what? About 100 hours went into to cleanup, conversion, painting, and basing.

DIORAMA

P3 PAINTING CONTEST

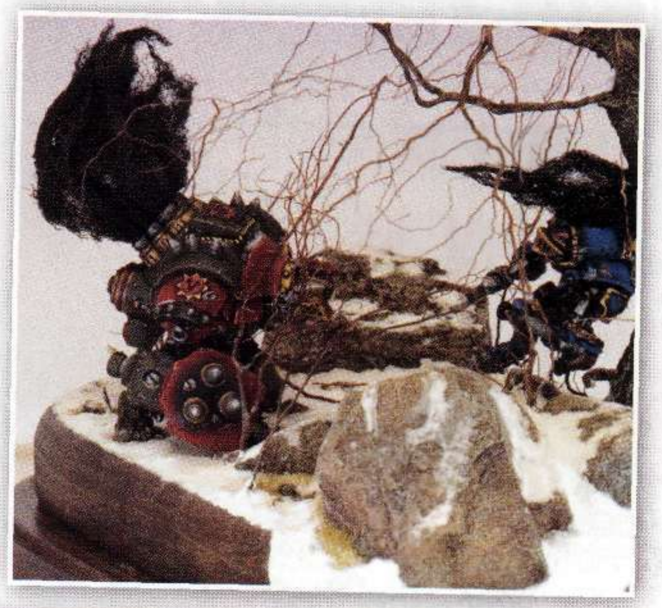
SILVER

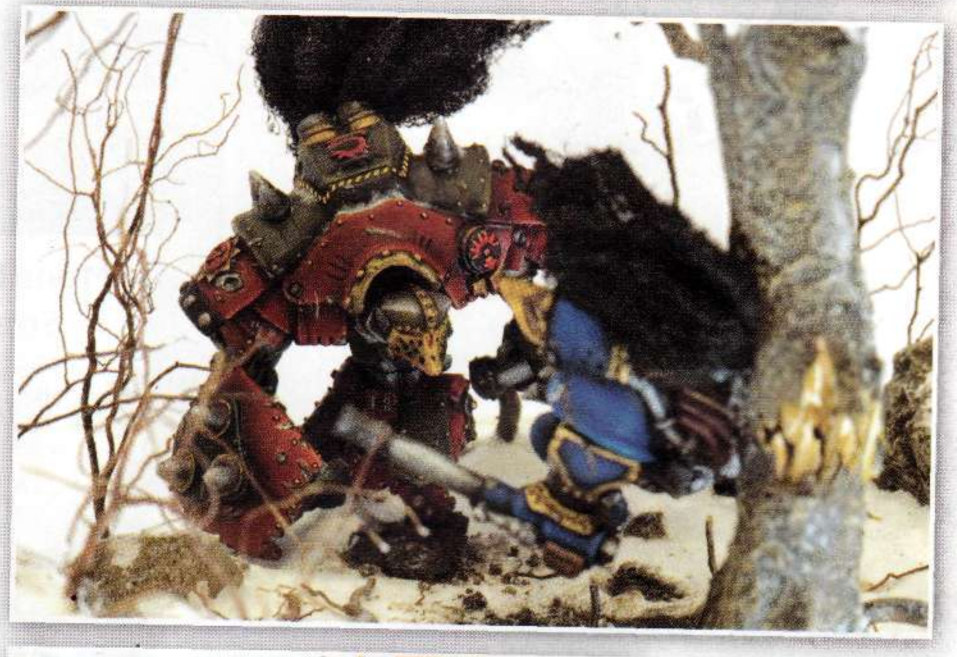
Cruisin' 2007
BURGER STOP



"Lights Out"
by **John Salmond**

I have been gaming off and on for about 32 years and discovered WARMACHINE in February 2006. I like making terrain and painting miniatures so that equaled a diorama for my entry. The snow proved the most difficult to work with on this scale. This was my first Gen Con and first time competing, and I had no idea what to expect. I found it a great learning experience and very impressive. I have the bug now."

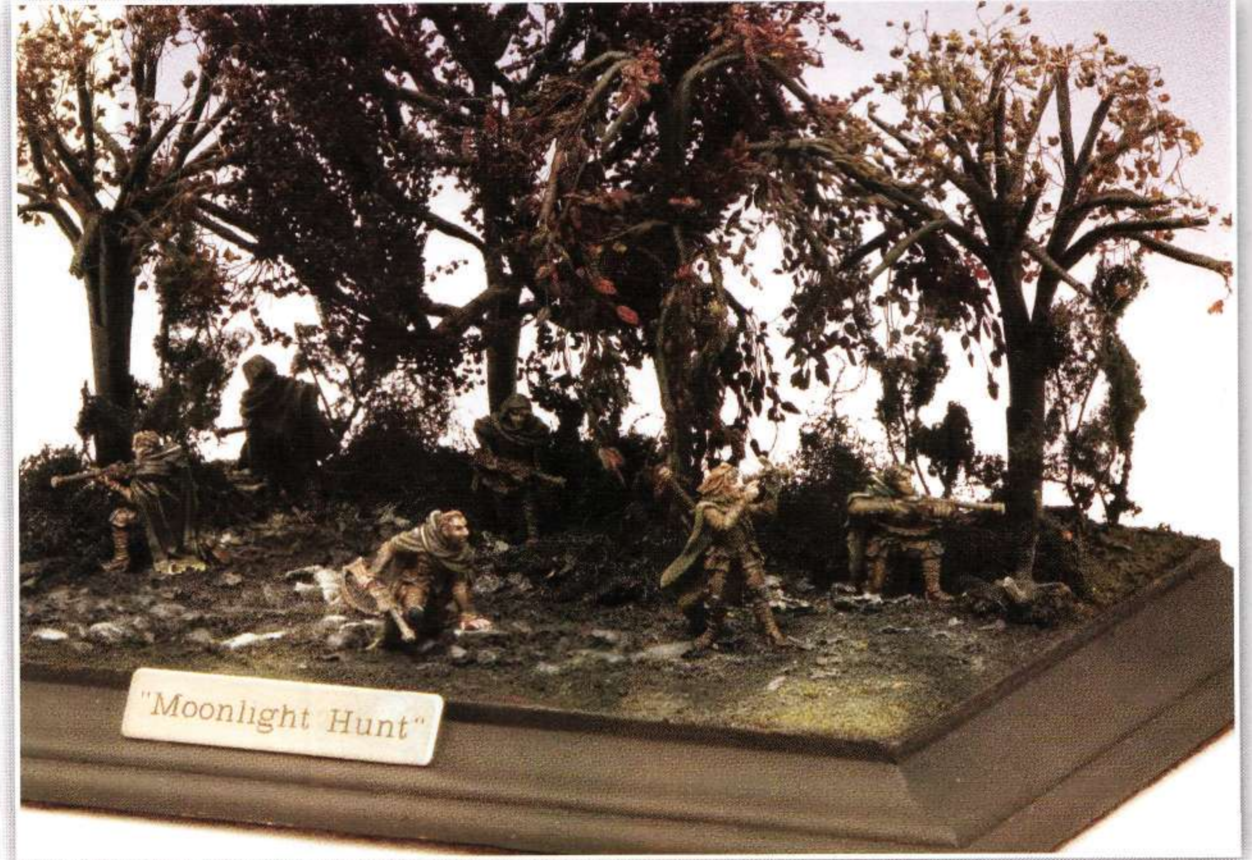


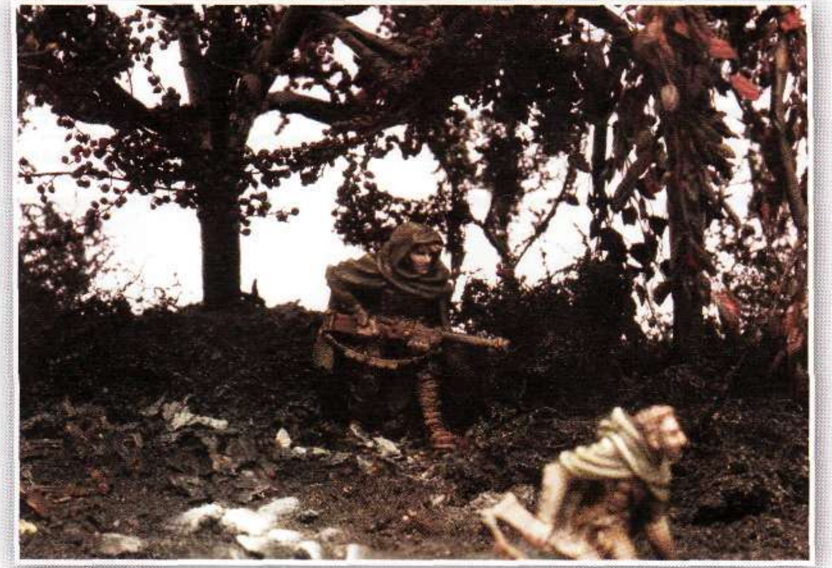


DIORAMA

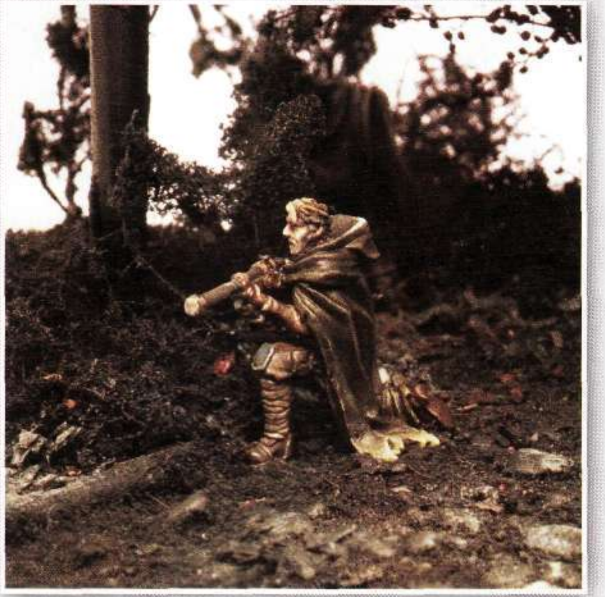
P3 PAINTING CONTEST
BRONZE

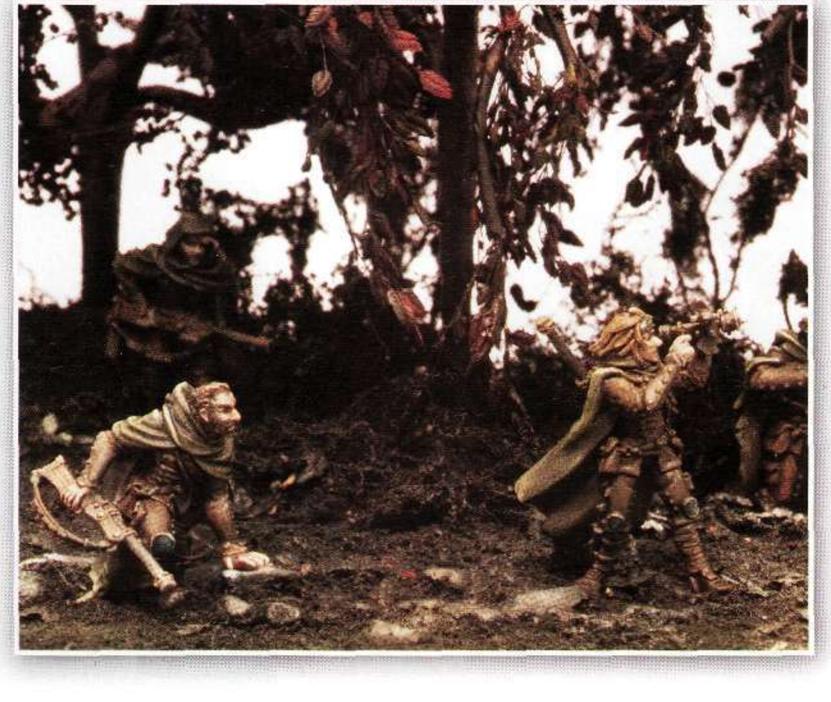
"Moonlight Hunt"
by **Sonya Taulia**


"Moonlight Hunt"

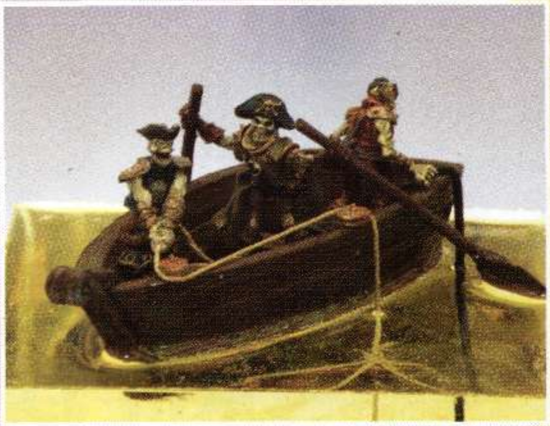


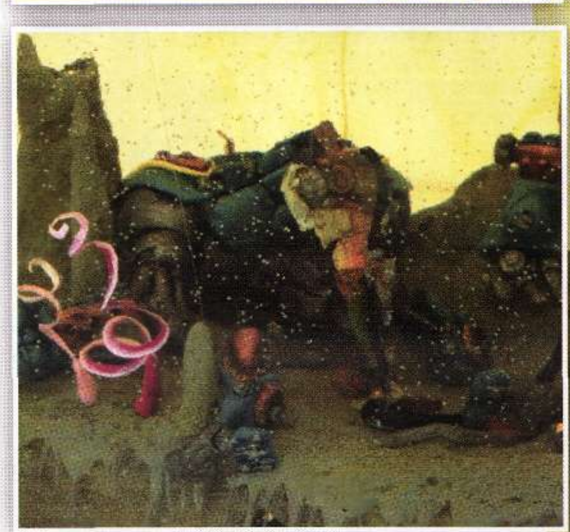
I am a mother of seven who runs a daycare by day, a "taxi service" for my sons' sports by night, while squeezing in college classes, gaming with my husband and kids, and painting minis a couple hours a week. I have only been painting seriously for 2 1/2 years. Many of my ideas come from discussions with my husband, as did the Rangers in the tight 360. Moonlight seemed the perfect compliment to it."

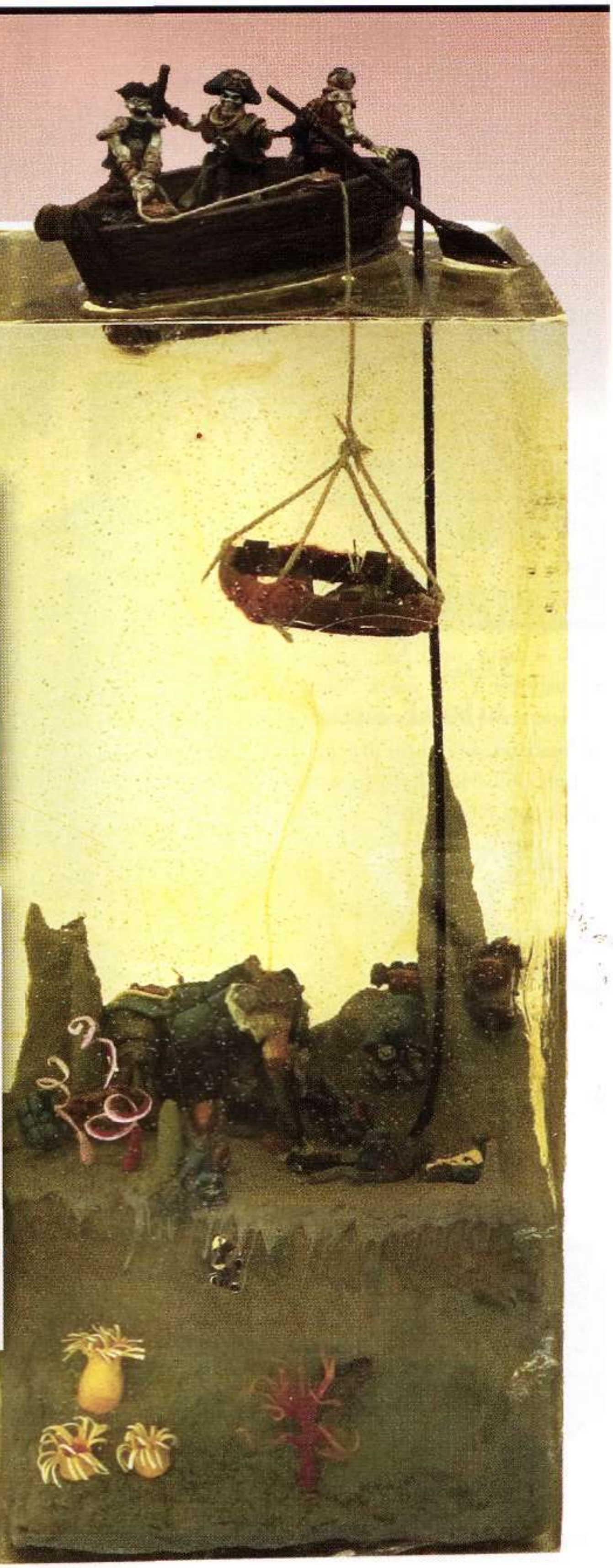




DIORAMA – HONORABLE MENTION

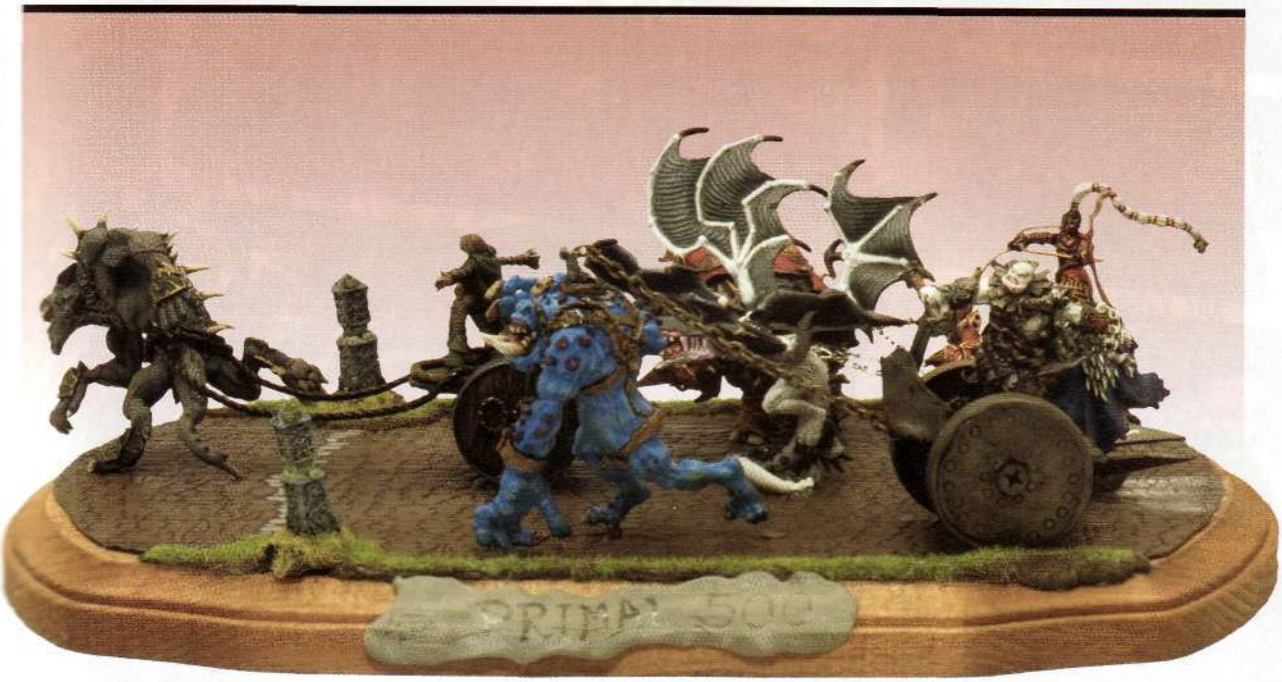






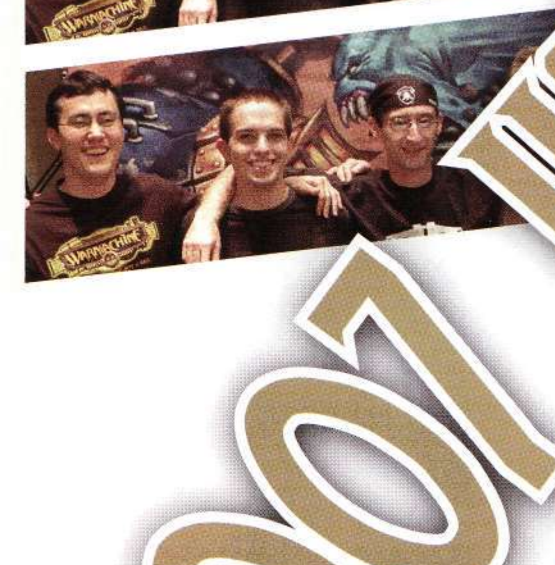
"Ship of Fools"
by **Rebecca M. Chockley**

DIORAMA – HONORABLE MENTION

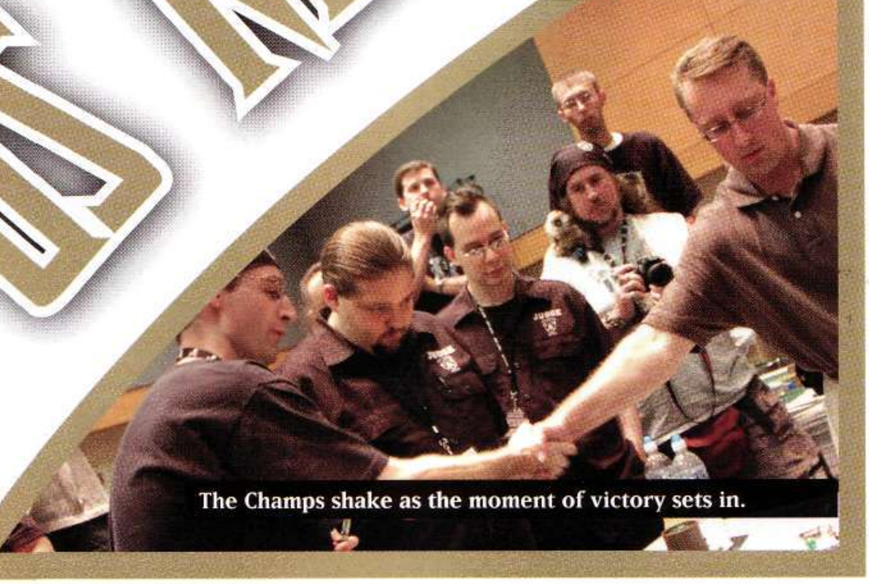


"Primal 500"
by **Michael Stubbs**

WARMACHINE



2007 US NATIONAL

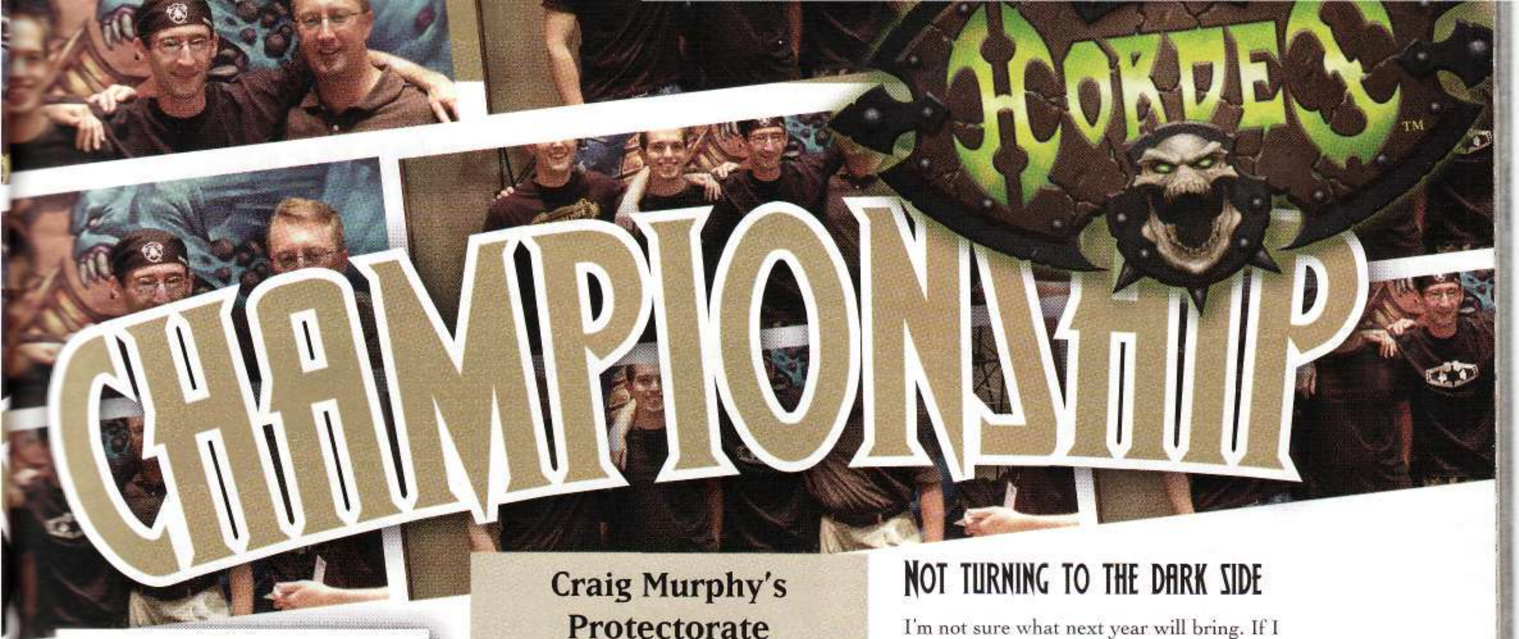


The Champs shake as the moment of victory sets in.

The 2007 US Nationals Championships were brutal and challenging, as record numbers of players took to the tables, including all five members of the Trail of Champions from 2006.

In a first for the US Nationals Championships, the factions of both HORDES and WARMACHINE clashed in a mixed-format battle using the new Steamroller 3 format.

The qualifiers of US Nationals took place over two days, with players duking it out for the top 4 positions and the right to contend for the championship. Of the Trail of Champions members only Justin Harring would secure a spot along with Craig R. Murphy, Nate Heitz, and Jarred Robitaille in the top four. In the end, Craig and his Protectorate of Menoth army took the Champion's trophy, after seizing victory by a slim margin from Jarred's vicious Circle of Oroboros force. We caught up with the top four contenders to find out their thoughts and musings on the 2007 US Nationals.



CHAMPIONSHIP

CRAIG R. MURPHY
CHAMPION

Nationals 2007. What a great time. I appreciate seeing the continuing efforts Privateer Press puts into improving their tournament environment, and I definitely found this year's Steamroller 3.0 more balanced and dynamic than Steamroller 2.0. I found the play environment much better this year too, with more terrain variety and better acoustics. I am sure that with what Privateer Press learned this year, next year will be even better.

I failed to qualify the first day of Nationals, and the lessons I learned in those games will keep me from being surprised the same way again. Second day of Nationals went much better. I was fortunate to play two of the Trail of Champions players from the 2006 Nationals and still make the finals on Sunday.

SUNDAY! SUNDAY! SUNDAY!

Sunday was the pinnacle of Nationals. My first opponent in the finals was Nate, one of my good friends from our Madison Wisconsin gaming group. Nate is a class act and the best Khador player I know. In a very close game, the Harbinger and the Testament of Menoth won out in the end over Epic Vladimir and Irusk.

Craig Murphy's Protectorate of Menoth Army

NATIONAL FINAL ROUND

Model/Unit	Points
Harbinger of Menoth	107
Testament of Menoth	72
Exemplar Seneschal x3	102
High Paladin Vilmon	38
Paladin of the Order of the Wall	19
Wrack x2	10
Exemplar Vengers (5)	137
Exemplar Vengers (4)	111
Holy Zealots (10) x2 + Monolith Bearer	168
Temple Flameguard (9) + Officer & Standard Bearer	104
Daughters of the Flame	62
Doc Killingsworth	19
Piper of Ord	22
Eiryss, Mage Hunter of Ios	29
Total:	1,000

Then came the championship round against the dominant Circle Orboros player, Jarred. I could not have imagined a better opponent or a closer, more exciting final game. I posted a battle report on the forums *(www.privateerpressforums.com)* from the Menoth perspective, but the short version is that the game came down to the wire, and the faithful of the Creator pulled it out by a single VP.

NOT TURNING TO THE DARK SIDE

I'm not sure what next year will bring. If I continue to play Menoth, I think my local gaming group is going to disown me. I have Cryx envy—I love the tactical options and the play style—but I cannot bring myself to play the dark side. I will probably play Cygnar next year and see if I can bring some victories home for them.

I would like to thank all those who I played at Nationals, you were all good opponents, not one negative experience in 11 games! Also a big thank you to Privateer Press for putting on a kick ass event.

STEAM ROLLER
1st
place
CHAMPION

TACTICAL OBSERVATION:

Craig's army gets great mileage out of using Doc Killingsworth to heal the damage the Harbinger takes from Martyrdom. Creepy *maybe, but effective.*

JARRED ROBITAILLE–2ND PLACE

I have played tabletop games since age 13 or so and started playing WARMACHINE not long after the publication of Escalation. A few of my friends had acquired the four factions, so I picked up the Magnus boxed set and some solos. I later expanded, and before I knew it I had all of the WARMACHINE factions. When HORDES released I collected all four at once. I currently have somewhere in the area of just over 500 WARMACHINE and HORDES models, a meager investment equal to that of a used car.

I like Privateer Press' games for a couple of reasons. The mechanics are great, and choosing between resource management in WARMACHINE and risk management in HORDES is awesome. I teach math and like to play the odds and figure the probabilities, so I prefer HORDES as it's a more interesting game mathematically. The other main reason is the type of players these games attract. Compared to some companies, Privateer Press doesn't sugarcoat things. The game is aggressive. If you can't handle that, go home and come back in a few years when you're ready. I like playing against people who understand the rules, and I find these games attract a generally more mature and intelligent group. Finally the background of the Iron Kingdoms is filled with some outstanding work and the models are top notch.

This was my first time at Gen Con, or any huge con for that matter. Previously I had played at Templecon in Rhode Island. I thought that overall the tourney ran smoothly given the number of players and the intensity level. The quality of player was second to none, as I expected. My games with Trail of Champions BA Sparks, forum member D.Vader, and both my finals games with Justin and Craig were some of the best I've ever played.

BUILDING A WINNING ARMY

I started designing my army lists back around May or June when I decided to field HORDES instead of WARMACHINE. Really it came more as a challenge from my buddy Bill (sevwall for you forumites) to see if HORDES could compete at that level. Examining the factions and current Steamroller rules, I looked to Circle and Legion for their speed and advantages in

scenario play. Suspecting that Cryx spell assassins and Khador Old Witch/Epic Vlad lists would run rampant, I chose Circle for the Blackclads to shut down spell assassins, Krueger to deal with massed infantry, and Woldwardens to throw lightning and block charges with Undergrowth. The whole thing fell into place in July when I read the stats for Gatormen and the Woldwyrd in No Quarter. I had a list that I felt confident could shut down most charges, most shooting, and all spells. The list did not give up many easy VPs and typically won by crushing the opponent's army unless they made a mistake with their 'caster. I chose Baldur as my second list to win by scenario and included Bloodtrackers and Bog Trogs to keep my opponents wary. I much prefer playing Kaya assassin lists, but in testing I found she couldn't quiet handle some of the real powerhouse armies. Maybe that's changed now, with all the new *Evolution* goodness.

USING THE ARMY

The time restriction made Krueger an easy choice for most games. I didn't think anyone could kill him in such a short time and figured most rounds would end on VPs. Most of my games revolved around an aggressive brick strategy with Krueger and Woldwardens ready to crush infantry and to wound enemy beasts to get the Gatormen excited. I typically advanced forward and used portable terrain to ignore most enemy countercharges. When it got down and dirty, the Woldwarden would double-hand throw or chain slam things and the Gatormen and Warpwolf would clean up.

SOMETHING YOU SHOULD DO BEFORE YOU DIE

Overall, I had a great time at Gen Con, and I defiantly plan on going next year. It's something you should do at least once before you die. As for what I'll bring with me, who knows? I hear there's some fancy new books coming out for WARMACHINE this year which may tempt me back from the wilderness. Personally I'm more of a ninjas-over-pirates guy though, and I have really enjoyed Rhyas, so you never know. I would most likely return to WARMACHINE for Cygnar. Nemo has always been my personal favorite. Who knows? If he goes Epic this year (fingers crossed) I may have to bring lightning death of a different variety to 2008 US Nationals.

STEAM ROLLER
2nd
place

Jarred Robitaille's Circle Orboros Army

NATIONAL FINAL ROUND

Model/Unit	Points
Krueger the Stormwrath	61
Baldur the Stonecleaver	65
Woldwarden x3	348
Warpwolf	108
Woldwyrd	53
Druids of Orboros	84
Shifting Stones	42
Bog Trog Ambushers (9)	112
Gatormen Posse (5)	111
Swamp Gobber Bellows Crew	15
Total:	999

TACTICAL OBSERVATION:

Despite their natural animosity, both Gatormen and Bog Trogs work well together on the battlefield.

JUSTIN HERRING-3RD PLACE

STEAM ROLLER
3rd
place

I've been playing now for about two and a half years. This was my third Gen Con and it was, as always, a blast. I had a great time playing Privateer's games and sampling the great variety of games on tap at the Con. And it was great to catch up with some old friends.

When I first started with Khador, I played several different 'casters, including Vladimir, Irusk, the Old Witch, the Butcher, and Epic Vlad, and I managed a fair bit of playtesting. I also solicited advice from some Khador players I've played with over the years, which I found very helpful. I had a lot of good choices, but after playing a bit, I saw pretty clearly what makes Epic Vlad so popular. The ability to super-buff Khador's already good warrior models makes his offensive power awesome. I also liked Irusk's and the Old Witch's power to control the board (with Inhospitable Ground and Field of Talons, respectively), but I decided to focus primarily on the Old Witch. I ultimately settled on a Behemoth too, because the utility and range of its double bombards make it useful even before it lumbers into melee. I took the Old Witch as a second 'caster in case I found a scenario where I thought I needed her, but overall I felt more familiar and comfortable with Epic Vlad and ended up using him exclusively.

STRATEGIC REARRANGEMENT

I realized that my 1,000 point Trail of Champions army, which relies heavily on Irusk's Inhospitable Ground spell to control scenario objectives and block charges, would likely match poorly against my three possible opponents in the finals, who had many ways to ignore terrain or spells. I ended up putting together a second army that I used in both my finals games, based on Epic Vlad again and the Old Witch (a great scenario 'caster because of her feat). Regrettably, I also had to drop the Behemoth. As much as I like the big 'jack, at 172 points I simply found it more useful to field more infantry that could benefit from Epic Vlad's buffs. I felt that in the time-limited games, the Behemoth simply couldn't get to where I needed it as quickly as the powerful infantry.

JUSTIN UNLEASHES HIS INNER WARBEAST

Going forward, I'm pretty excited about focusing on my HORDES army for a while. I've really neglected my Legion in the past six months. After so much WARMACHINE, I'm looking forward to the beast-centric feel of HORDES and the fury mechanic—especially with all the new goodies in *Evolution*. One of my favorite things about the Legion of Everblight is that they can handle warbeast-heavy armies very well—and now with the Shepard there is yet another reason to take more warbeasts!

Justin Herring's Khador Army

NATIONAL FINAL ROUND

Model/Unit	Points
Old Witch of Khador & Scrapjack	106
Vladimir, the Dark Champion	84
Man-O-War Drakhun x2	140
Manhunter x2	44
Iron Fang Pikemen (10) + Officer & Standard Bearer	130
Iron Fang Uhlans (5)	137
Man-O-War Demolition Corps (5)	86
Widowmakers x2	106
Winter Guard Mortar Crew x2	50
Alexia Ciannor	52
Eiryss, Mage Hunter of Ios	29
Gorman di Wulfe	28
Total:	992

NATE HEITZ-4TH PLACE

I played in the 2006 Nationals tournament and didn't do very well. I chalk this up to unfamiliarity with the scenarios and Steamroller format. I've played in many Steamroller events since then and become more familiar with the format. The two most important things to understand about Steamroller games are that they will generally only last three or four rounds, and you need to be very careful about giving up victory points because games can end before you reach the scenario objective.

Two months before Gen Con, I came up with two lists that I thought would work well for the event. I played exclusively with these two lists leading up to the con, making adjustments after each game. I had a lot of help from my local gaming group. Post game discussions played a large part in determining the lists I would eventually take to the Nationals.

A WINNING STRATEGY: PICK YOUR BLOOD RELATIVES WISELY

My first army list used Epic Vladimir and focused on speed and hitting like a ton of bricks. An Epic Vlad army revolves around the feat turn. Blood Legacy on Doom Reavers or Demo Corps is just plain sick and can even be useful on mortars or Widomakers. His spells Transference and Hand Of Fate also work really well with an all-infantry army. Even after taking a pounding, it's still possible to pull out a win with just a few remaining warrior models.

The second was a prime Vlad list that focused on ranged combat and winning take-and-hold scenarios. After playing against 30 Bane Knights and 20 Bile Thralls, one of my Steamroller lists always includes a lot of ranged units. The idea behind this list is to use Signs and Portents, Mortar Crews, Winter Guard, and a Destroyer to rain death on the opposing army. I also included a Devastator mainly to hold objectives. In scenarios like killing fields and invasion, it's nice to have two 'jacks that can run 16" and hold objectives.

DEFINITELY TURNING TO THE DARK SIDE

I was incredibly excited when I made it to the finals, but was probably even more excited that Craig, another player from my Madison game group, made it with me. It's not uncommon for me and Craig to play each other during the final rounds of a tournament. This time I couldn't stand against the combined might of the Testament and Harbinger. I played seven amazing games against seven incredible opponents. I had a great time playing at Nationals and can't wait to get another crack at that first place trophy with my Legion of Everblight army next year.

Nate Heitz's Circle Orboros Army

NATIONAL FINAL ROUND

Model/Unit	**Points**
Old Witch of Khador & Scrapjack	106
Vladimir, Dark Prince of Umbrey	76
Destroyer	126
Devastator	122
Manhunter x2	44
Battle Mechaniks	17
Doom Reavers	100
Greylord Ternion	43
Kossite Woodsmen (8)	73
Widomakers x2	106
Winter Guard Mortar Crew x2	50
Eiryss, Mage Hunter of Ios	29
Gorman Di Wulfe, Rogue Alchemist	28
Kell Bailoch	27
Alexia Ciannor	52
Total:	999

TACTICAL OBSERVATION:

Nate's army uses very powerful solos, but his Khadoran models are the real hammer. A Doom Reaver under the effect of Vladimir's feat lays out roughly 34 points of damage on average on a charge.

HARDCORE, HARD RESULTS

This is the nicest the Champs ever were to each other...

THE WINNERS OF THE 2007 GEN CON HARDCORE CHAMPIONSHIP SPEAK

To compete in HARDCORE, you must bring the complete package to the table—fully painted models, a decisive command of your army, and sharp-honed knowledge of the game. Awards go for the most impressive army, most victory points accumulated, the fastest 'caster kill, and the most games won. With its 7-minute turns, players must be able to make split-second decisions and have a solid grasp of the rules in order to avoid wasting time.

Privateer Press thanks everyone who participated, making this year's HARDCORE championship at Gen Con one to remember. But don't rest on your laurels—next year's competition is guaranteed to be worthy of a true HARDCORE champion.

WHAT IS HARDCORE?

- 750 points of WARMACHINE models
- Any faction, including Mercenaries
- 7-minute turns
- Fully-painted and assembled models
- "Kill the 'caster" only scenario

HARDCORE AWARDS

Master Craftsman—Best Painted Army
Vanquisher—Most Games Won
Executioner—Most Victory Points
Mage Hunter—Fastest 'caster Kill

HARDCORE, HARD RESULTS

RYAN JAYNES
MASTER CRAFTSMAN

This year's HARDCORE saw some simply outstanding paint jobs. In the end though, prolific and dedicated hobbyist Ryan Jaynes won the Master Craftsman award for this yellow and white painted Cygnar army. Ryan also won the Master Craftsman award with another army at the Bayou Wars' HARDCORE event this Spring. Like last year's Master Craftsman winner Rich Curtis, who went on to win several awards this year in the Formula P3 Grandmaster Painting Competition, we expect to see a lot more of Ryan's great work in the future. We spoke with him about his beginnings as a gamer and his secret behind painting so much great stuff!

ORIGIN STORY

I started playing WARMACHINE with the release of the original Prime. The great minis initially attracted me, but the game itself has kept me around. No other game forces me to make so many small, but crucial, tactical decisions over the course of a game. I have also come to really appreciate the depth and richness of the setting and characters.

This was easily my favorite Gen Con thus far. I also had a good deal of success in a competitive sense. HARDCORE is probably the most fun I have had at a tournament, and every opponent I faced was first-class. The format is just that, hardcore, and it really tests how well you play and know the game by forcing you to think and act fast. I'm already looking forward to next year.

CRAFTING THE PERFECT STORM

Because I have played so long, I have a rather sizeable painted Cygnar collection to choose from. As I narrowed it down, I strove to make a force that could contend for the Master Craftsman award and still remain competitive on the field. I decided to build an Epic Stryker army on a "storm" theme. I managed to gather most of the army from the better-painted pieces in my collection, but I spent the month before the tournament busily finishing a unit of Storm Lances and a second unit of Stormguard. I spent so much time chained to the painting desk, that I never even got a chance to properly field test the army, so I kept my original strategy: use the big damage output of the various storm units to open up holes in the defense and create charge lanes to the opposing 'caster for Stryker or the Centurion.

HIS SECRET: BEING CHAINED TO THE PAINTING BENCH

For next year, I have decided to semi-retire my Cygnar army and focus more on fleshing out my Trollbloods. I've also got a small Protectorate army on the back burner though, or I might brush the dust off my Mercenary stuff. We'll just have to wait and see.

Ryan Jaynes' Master Craftsmen-Winning Cygnar Army

Model/Unit	Points
Lord Commander Stryker	91
Lancer	76
Centurion	113
Hammersmith	111
Journeyman Warcaster	25
Rupert Carvolo, Piper of Ord	22
Storm Lances (3)	93
Stormguard (10) x2	216
Total:	**747**

HARDCORE, HARD RESULTS

MARSHALL KARG VANQUISHER

Marshall Karg battled his way though HARDCORE to win the Vanquisher Award for the most victories on tables. Marshall gives us insight on his success with Darius and the importance of a great gaming group.

SHOUT OUT TO MY PEEPS

I want to take a second to really thank my gaming group. They are some of the best players out there and if not for them constantly challenging me, I wouldn't be as good as a player as am. Also, I'd like to give a big thanks to local Press Gangers Todd Arrington, Derrick Osborne, and Seth Ferris. They do an amazing job of supporting the hobby whenever and wherever they can.

Some good friends pulled me into WARMACHINE when it released, starting with Cygnar. I enjoy the personal feel of the game, the way every trooper counts and how one model can make or break you. The 'jacks add an interesting flare, but what I like most about the game are the warcasters and how they give your army its distinct feel and play. This Just In: "Darius Kicks Ass in HARDCORE." Competing in the US Nationals and HARDCORE is, in my opinion, the top of the WARMACHINE world and a great chance to play against the best players out there. I had a great time and played some simply awesome games with some great people. My only complaint is that I needed more time to do everything I wished to do!

I used Darius for HARDCORE because he plays quick and kicks ass—the combo of Darius' crane along with warjacks possessing Reach is very flexible. I played a lot of troop-heavy lists that got bogged down trying to get everything done. I mostly played for the center of the board with my 'caster and 'jacks, while my cavalry flanked and my sword knights ran interference by guarding flanks, blockeing charges, and tying up other troops. All the while I would look for the chance for a 'caster kill.

I'm not sure what I'll field next year. Darius is hard to deny, but at the moment I'm leaning to Epic Caine. Only time, and some playtesting, will tell. He is, in my opinion, the best 'caster killer in the game—he's fast, shoots like the devil himself, and can really give out the hurt.

Marshall Karg's Vanquisher-Winning Cygnar Army

Model/Unit	Points
Captain E. Dominic Darius	93
Centurion x2	226
Journeyman Warcaster	25
Eiryss, Mage Hunter	29
Rhupert Carvolo, Piper of Ord	22
Storm Lances (5)	149
Sword Knights (8) x2	148
Alexia Ciannor	52
Total:	744

HARDCORE, HARD RESULTS

COOPER FINDLEY EXECUTIONER

Clocking in at 110 Victory Points gained over several battles, Cryx player Cooper Findley brought home the Executioner award to his native Massachusetts, a total comparable to the 113 VP garnished by last year's Executioner award winner—David Dauterive. We asked Cooper about his wargaming background, his HARDCORE experience, and what part of Skarre he finds the most attractive.

SMALL TOWN HERO. YOU KNOW, LIKE THE BUTCHER.

WARMACHINE was the first true miniatures game I ever played competitively. That it remains my primary game says a lot about how much I think of the system. I come from a pretty rural area in western Massachusetts, so I hadn't seen much in the way of tabletop strategy before I encountered the game at Greenfield Games. However, I got lucky enough to join in just as the WARMACHINE craze really took off in Greenfield, and despite my inexperience Seth Lustig and all the other great guys down there helped me through the trials of learning the game from scratch. Really, I owe all of the great experiences I've had in miniature gaming to Privateer Press and to Greenfield Games.

SKARRE: MORE THAN A GREAT RACK

I ran a Skarre infantry-heavy list that I had found successful, with a few minor tweaks. By "tweaks" I mean I removed a unit of Bane Knights in favor of an extra Helldiver and a minimum unit of Soulhunters. During HARDCORE I felt this may have been a mistake, but in the end, the cavalry played an important role in every game. I had planned to use my standard strategy: flank with Pistol Wraiths, Bokurs, and the cavalry, and advance the rest of the army slowly using terrain to best advantage. A few minutes into my first turn I realized that there would be no "slowly" for me, so I decided to forget the hesitant advance and instead run myself into position as quickly as possible, relying on the Bile Thralls as a charge deterrent.

As it turned out, that first game proved the second bloodiest of the day for me, but in the end my opponent edged me out by a single VP. He was a great guy, and I had a great time, but that first-round loss changed the course of the tournament for me. I was sure I was out of the running for anything shiny, so each game became a matter of running straight at the enemy, killing everything I could, and trying to pop Skarre's feat at the right time. This meant a lot of killing for both me and my opponents, and some of the most entertaining games I've ever played—particularly one against forum member Gearloop and his Epic Stryker army. If I remember correctly, only six models remained on the table when the judges called time. For me, it didn't feel like a defeat at all. I remember thinking that's exactly how WARMACHINE should be played: Page 5 all the way.

Cooper Findley's Executioner-Winning Cryx Army

Model/Unit	**Points**
Pirate Queen Skarre	66
Helldiver x2	88
Deathripper	38
Skarlock Thrall	16
Tartarus	40
Pistol Wraith x2	66
Bloat Thrall	28
Gorman di Wulfe	28
Bokur x2	78
Bile Thralls (6)	41
Bile Thralls (9)	59
Bane Knights (10)	123
Soulhunters (3)	78
Total:	**749**

JEFF JONES MAGE HUNTER

Jeff Jones no-holds barred approach to playing netted him the fastest 'caster kill. Jeff tells us why a "Karchev party don't stop."

KICKING ASS SINCE 2006

I started playing WARMACHINE in January 2006, when our local Press Ganger Carl Morgan turned me on to it. One of the things I enjoy about WARMACHINE is that even when getting your fanny kicked all over the place in this game, you can still hope for a lucky shot at the other guy's 'caster. You are never out until you are out.

To anyone who feels intimidated about HARDCORE: get over it. It's the most fun I have ever had playing a miniatures game. Ever.

THERE AIN'T NO BATTLEGROUP LIKE A KARCHEV BATTLEGROUP

In order to prepare, I practiced on Friday nights for about a month with timed games to get faster. I wanted a low model count, with everything packing fast and deadly potential. I felt it more important to activate all my models the way I wanted rather than hurrying through my turn to get everything done. Picking Karchev as my warcaster seemed the only choice. His battlegroup moves quickly, hits hard, and has good survivability. I picked flexible models to fill out the army: Widowmakers are deadly and have advanced deploy; Eiryss and the Manhunter are too dangerous to ignore; and the Drakhun is a universal problem-solver. The Mechaniks came to keep Karchev running. I planned to use the Widowmakers and Iron Curtain on the Kodiak and Devastator to open a gap and then shove Karchev, the Drakhun, and the Spriggan down my opponent's throat.

ANATOMY OF A 'CASTER KILL

Here's how Jeff took down Feora to claim the fastest 'caster kill in Turn 2:

1.) Using a tactic becoming well known by the enemies of Khador, Kharchev used his upkept Tow spell to bring the usually slow Devastator and Kodiak along for a run directly at the enemy.

2.) By turning Kharchev at the end of this run and exposing his back to the enemy, the two heavy 'jacks were poised to make use of Kharchev's upkept Iron Curtain spell to knock down everything between them.

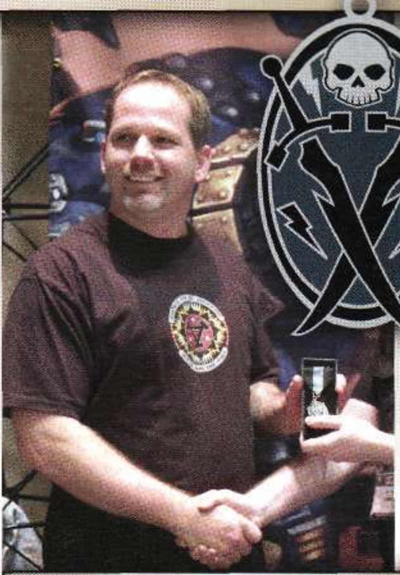
TO ANYONE WHO FEELS INTIMIDATED ABOUT HARDCORE: GET OVER IT.

3.) The heavily armored and mobile Drakhun played a key role by throwing himself into the defensive strikes of the Protectorate player's warjacks.

4.) Their path clear, the two Khador warjacks ran forward, catching Feora in the Iron Curtain and knocking her breathlessly to the ground.

5.) The earth trembled as the Spriggan charged and its war lance impacted with the fallen warcaster.

6.) Tying up a knocked down Feora is sweet. Rolling triple sixes to deal just enough damage to destroy her? Priceless.



Jeff Jones' Mage Hunter-Winning Khador Army

Model/Unit	Points
Karchev the Terrible	100
Spriggan	132
Kodiak	117
Devastator	122
Drakhun (w/dismount)	70
Manhunter	22
Eiryss, Mage Hunter of Ios	29
Iron Fang Uhlans (3)	83
Widowmakers	53
Battle Mechaniks (4)	20
Total:	**748**

Guts and Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanikal workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

by Doug Seacat and Dan Weber • Art by Darren Bader, Matt Dixon, and Andrew Hou

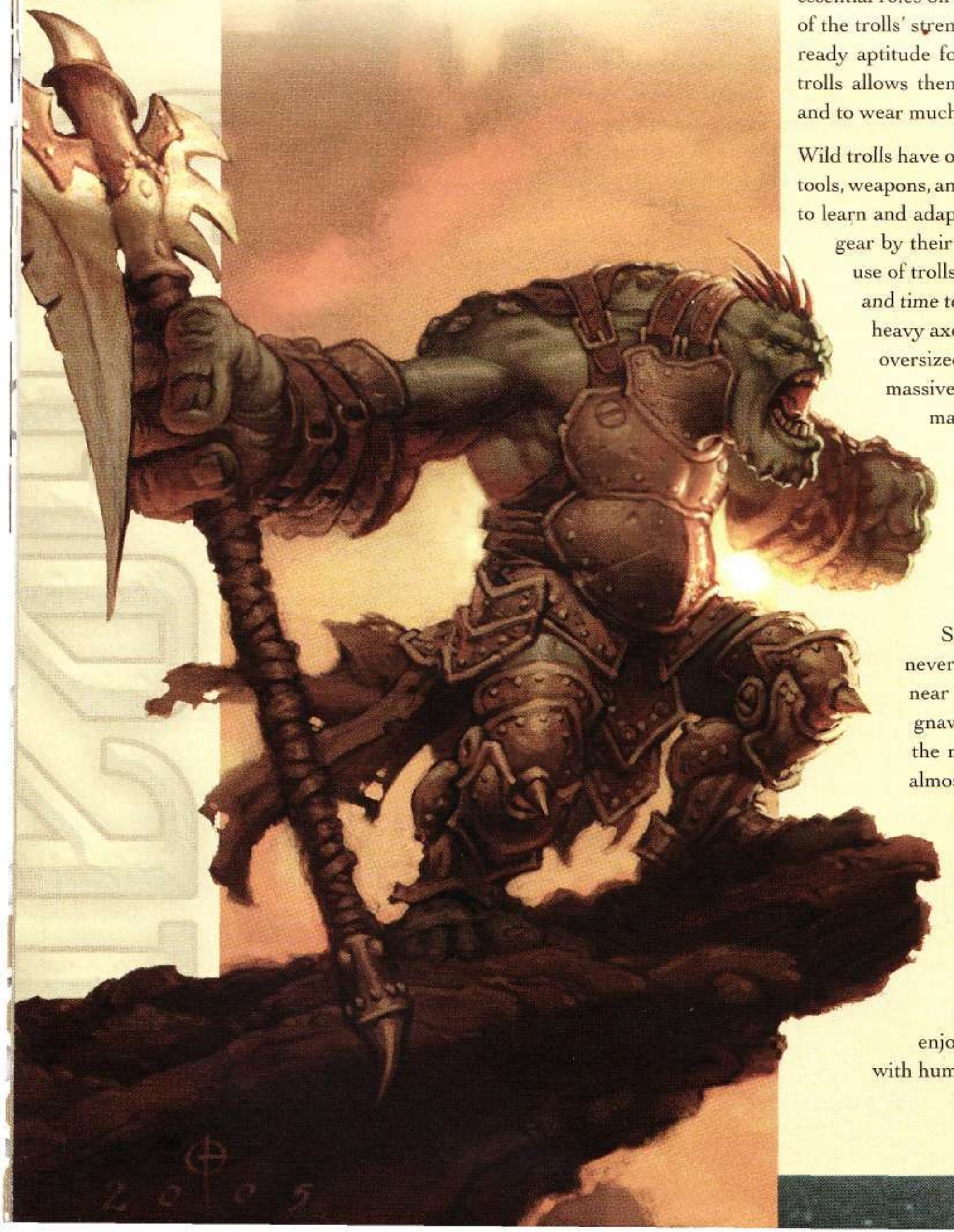
Guts & Gears

TROLLS

A recognized distinction has existed for centuries between the diverse breeds of "full-blood" trolls and the civilized trollkin kriels. With the threat of warfare constantly increasingly, more and more full-blood trolls live and fight alongside battle ready trollkin kriels. These trolls rip enemies limb from limb in exchange for mutual protection and ready access to food. Experienced trollkin can, with time and effort, train trolls to fill a variety of essential roles on and off the battlefield that take advantage of the trolls' strength, regenerative capacities, cunning, and ready aptitude for war. The raw strength and stamina of trolls allows them to comfortably wield massive weapons and to wear much heavier armor than their smaller kin.

Wild trolls have only the skill and intelligence to craft crude tools, weapons, and protective attire. They have proven quick to learn and adapt when provided with more sophisticated gear by their trollkin allies, however. Kriels that make use of trolls consider it well worth the added expense and time to hammer together thickened armor, forge heavy axes, assemble spears, or craft other suitably oversized weapons for these hardy warriors. The massive gear some trolls carry to battle has caught many adversaries off-guard, particularly those who may have only had experience fighting feral trolls.

Trolls will literally eat anything that moves. Trollkin who use trolls for physical labor, therefore, never fully trust them with handling food stores. Similarly, kriels have quickly learned never to leave full-blood trolls unsupervised near enemy prisoners, as the troll's constant gnawing hunger and ability to digest even the most noxious or inedible materials makes almost anything fair game as a snack. A troll's ravenous appetite, particularly after battle, is a constant fact of life. The bulk of the hostile encounters between humanity and trolls have directly resulted from troll hunger combined with their belligerently indiscriminate choice of prey. Some seem to actively prefer the taste of human flesh and to enjoy the excitement and panic associated with humans fleeing from them.



While a number of trollkin kriels commonly make use of full-blood trolls today, historically some trollkin communities have at times preferred to distance themselves from their feral cousins and have actively denied similarities in their bloodlines. This occurs most commonly among kriels attempting to live in close proximity and in harmony with nearby human cities or towns. Humans will eagerly kill any full-blood troll on sight as a time-honored precaution. For most of their history, humans have universally recognized trolls as a menace threatening both urban and rural regions. As adaptable as humans may be, trolls have proven their equal, and the two have often vied to occupy and hunt for food in similar territories. This universal animosity exists in every nation menaced by trolls. Both Rhul and Ios, in fact, have proven willing to kill any troll discovered within their borders.

These reasons perhaps make it understandable that the usually solitary and territorial trolls have found it beneficial to associate with the smaller and more intelligent trollkin, one of the few species to accept them. Ancient krielstones describe that full-blooded trolls have often found a place among the kin. Certain Dhunian shamans have long made peaceful contact with trolls and learned how to communicate with and control them. Mutually beneficial arrangements became more widespread and formalized during and after the great trollkin uprisings in 242 and 262 AR, called the First and Second Trollkin Wars by human historians. The trollkin have always selected the most intelligent and expressive trolls to work and fight alongside. Over time certain bloodlines have come to serve the trollkin through successive generations until this has become an accepted tradition.

While trolls unquestionably have simpler minds and less intelligence than trollkin, the cunning of full-blood trolls far exceeds that of simple beasts. Evidence indicates that, despite their small vocabularies and difficulties with abstract thinking, full-blood trolls have a clear sense of individual identity and even a rudimentary awareness of history. They recognize bloodlines in a fashion not entirely dissimilar from their more intelligent kin. Many wild full-blood trolls denote bloodline with recognizable marks resembling simple runes. Some trolls have found ways to mark their resilient flesh with long-lasting tattoos, often combining branding by fire and pressing colorful poisons into the sizzling wound. While not permanent, such scarification provides a long-lasting decoration that a bloodline might use to identify itself. Others prefer to carry their mark chiseled onto a rounded piece of stone, sometimes worn on a knotted cord like an amulet, and trolls working alongside trollkin kriels have learned to mark their identity using recognizable Molgur-Trul runes.

Trolls bloodlines and blood distinction goes beyond simply recognition of parentage. There is evidence that trolls of the same bloodline can immediately sense this affinity when meeting each other, either by smell or the taste of blood. Within these bloodlines trolls demonstrate a degree of familial loyalty and will avoid killing those they recognize in this fashion unless brought to the brink of frenzy by injury or berserk rage. Due to their regenerative capacity trolls that can avoid a death by violence have a life expectancy easily exceeding a century. Elder trolls have proven capable of remembering deeds and events far in their past, such as recognizing the runic name-marks of individuals that fought alongside them decades before. Similarly their periodic loyalties to trollkin kriels can run just as deeply, ingrained over succeeding generations.

Beyond subtle distinctions which only another troll could notice, bloodlines in different regions and that consume markedly different food have demonstrated a wide variety of appearances and coloration. While most trolls from the Gnarls and the Thornwood have flesh of a bluish hue, for example, several bloodlines in the outer Scharde Isles have a more greenish coloration. One breed near Scarleforth Lake in the Bloodstone Marches is notable for its earthy brown skin and violet quills. A full-blood troll's digestive systems and metabolism, while not quite as robust as the larger dire troll's, can extract nourishment from substances poisonous, inedible, or indigestible to other living species. Some troll bloodlines will even go out of their way to consume certain noxious substances just to achieve a desired skin and quill coloration, even when the substance provides no nourishment whatsoever.

Trolls living in more extreme environments, such as the frozen northern mountains or the desolate deserts of the Bloodstone Marches, have sometimes manifested adaptive physiological changes unusual enough to qualify them as separate species. While trollkin have no formal term for this distinction, most consider creatures like pyre trolls and winter trolls distinctly different from other full-blood trolls that possess a degree of physiological similarities to one another.

Trollkin categorize allied full-blood trolls based on the combat role for which they were selected and trained. Kriels from different regions use their allies for a wide variety of tasks in battle, limited only by the weapons and armor available. Temperament is one of the most important factors when deciding what role a young troll might fill. The ease of forging large hacking implements, extremely effective in the hands of the most aggressive trolls, has made axers common in both northern and southern regions. Trolls selected to become impalers and trained to throw heavy spears have calmer temperaments and demonstrate some degree of coordination and aptitude. Bouncers, while highly valued for their protective instincts and skills, remain fewer in number. Chosen from among trolls that demonstrate an above average ability to form emotional attachments to trollkin, bouncers go out of their way to defend their smaller kin in battle. These trolls receive additional food to bulk them up, layers of armor, and a shield, making them among the most formidable full-troll warriors and extremely difficult for enemies to bring down. Fighting with a shield in one hand and a spiked flail in the other does not come easily to trolls, and the bouncers require considerable practice with this gear before they reach their full deadly potential.

While the warriors of the united trollkin kriels have recently gained tremendous strength from the sudden and unprecedented arrival into their ranks of dire trolls, such great and savage beasts remain few in number and difficult to feed and control. The full-blood trolls, creatures with whom most trollkin feel far more comfortable and more willing to entrust their lives to, form the mainstay of all the fighting kriels. Great bonds of fellowship are not uncommon between trollkin veterans and the full-blood trolls who fight alongside them. While trollkin may never see trolls entirely as peers, the creatures have earned a special regard among the warriors who fight every day for the freedom and future security of their families.

New Feats

Trolls are detailed in the *Monsternomicon Vol. I.* GMs can use these feats to customize individual trolls. Additional customization is possible by advancing a troll using character levels, such as Babarian or Fighter.

Intercept (General)

Prerequisite

BAB +5, Combat Reflexes, Dexterity 16

Benefit

Once per round, if you are adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), you can subject yourself to the attack in the ally's stead. If the attack hits you, you take damage normally. If it misses, it also misses the ally.

You must declare your intention to intercept before the attack roll is made. You select your ally either prior to combat or immediately after you make your initiative check. You can't change your ally for the duration of the combat.

Special

A fighter can select Intercept as one of his fighter bonus feats.

Powerful Throw (General)

Prerequisite

Point Blank Shot, Power Attack, Strength 22

Benefit

After scoring a critical hit with a thrown weapon the opponent must succeed on a Reflex save (DC equal to 10 + 1/2 your hit die + your strength modifier) or be knocked prone. The thrown weapon cannot be a light weapon, and you cannot be more than a single size category smaller than the opponent.

Special

A fighter can select Powerful Throw as one of his fighter bonus feats.

Troll Impaler, Axer, and Bouncer Tactics

At first glance, tactics for the three trollblood warbeasts discussed in this article seem fairly straightforward. The Axer charges in, sweeping clusters of foes aside with its mighty Thresher attack; the Impaler uses its Far Strike amimus to perforate distant foes and slam the survivors aside; the stalwart Bouncer serves as a living shield for the warlock fortunate enough to have it as a bodyguard. Simple, right? Well, it need not be so obvious. With a little work these warbeasts can pack a nasty punch. So what are you waiting for? Read on, take it to the enemy, and remember – the kriels are counting on you!

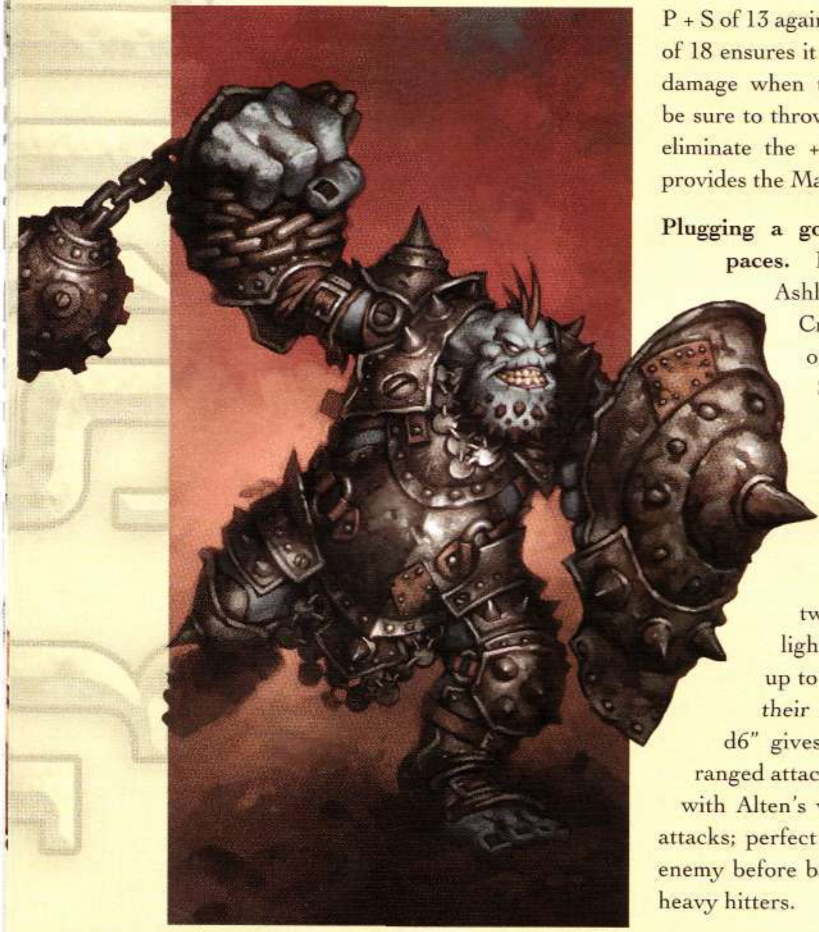
Three is the magic number. You can force Axers, Impalers, and Bouncers for a maximum of 3 fury each. This makes careful fury management crucial to getting the most from their abilities. Having a warlock cast the warbeast's animus instead of forcing the beast to do so is usually more efficient. The Axer's Rush animus (speed +5" charge that ignores rough terrain and obstacles) is a perfect example of the benefits of having a warlock cast the animus. If the Axer uses Rush on itself, it has only 1 fury for the remainder of its activation and does not benefit from the animus until next activation. If a warlock casts Rush on the Axer prior to its activation, the Axer can charge up to 10" with a full 3 fury available for doling out some serious hurt.

King of the castle. Although the Bouncer's Castling ability swaps it with a warlock in base contact, it is only a defensive ability if you want it to be. Since Castling occurs at the start of the Bouncer's activation it can be used to reveal new targets for the Bouncer to declare charges against. It can also give the warlock new options for its own activation since the warlock can be placed facing any direction when it replaces the Bouncer.

Something borrowed. Trollblood warlocks with access to the Earthborn Dire Troll's Transmute animus (use the current armor of a model in base contact) can make good use of the Bouncer's formidable 19 armor. Depending on the warlock, this translates into an increase of between 2 (Borka Kegslayer) and 6 (Hoarluk Doomshaper) points of armor. Add in the +4 armor bonus from a nearby Krielstone (+2 armor to the Bouncer, makes it an armor 21, then an additional +2 armor to the warlock when it transfers over) to push this up to 23. You want Doomshaper to have ARM 23 armor, don't you? Good, I thought so.

Slamtastic! You should exploit the critical slam from an Impaler's Thrown Spear attack whenever possible. Beyond simply knocking down high defense targets, making it easier for other trollblood models to strike the target in melee, it also serves as a potential boost to an allied model's movement when paired with Madrak's Sure Foot spell. Sure Foot prevents a model from being knocked down, allowing the Troll Impaler to throw spears at a friendly model without a slam knocking it off its feet. If the force includes Horaluk Doomshaper, his Fortune spell (re-roll failed attack rolls) also increases the chance of a slam against the typical high defense HORDES target.

The Dire Troll Mauler loves getting slammed about this way, which increases its charge threat range by up to three inches. The Thrown Spear's

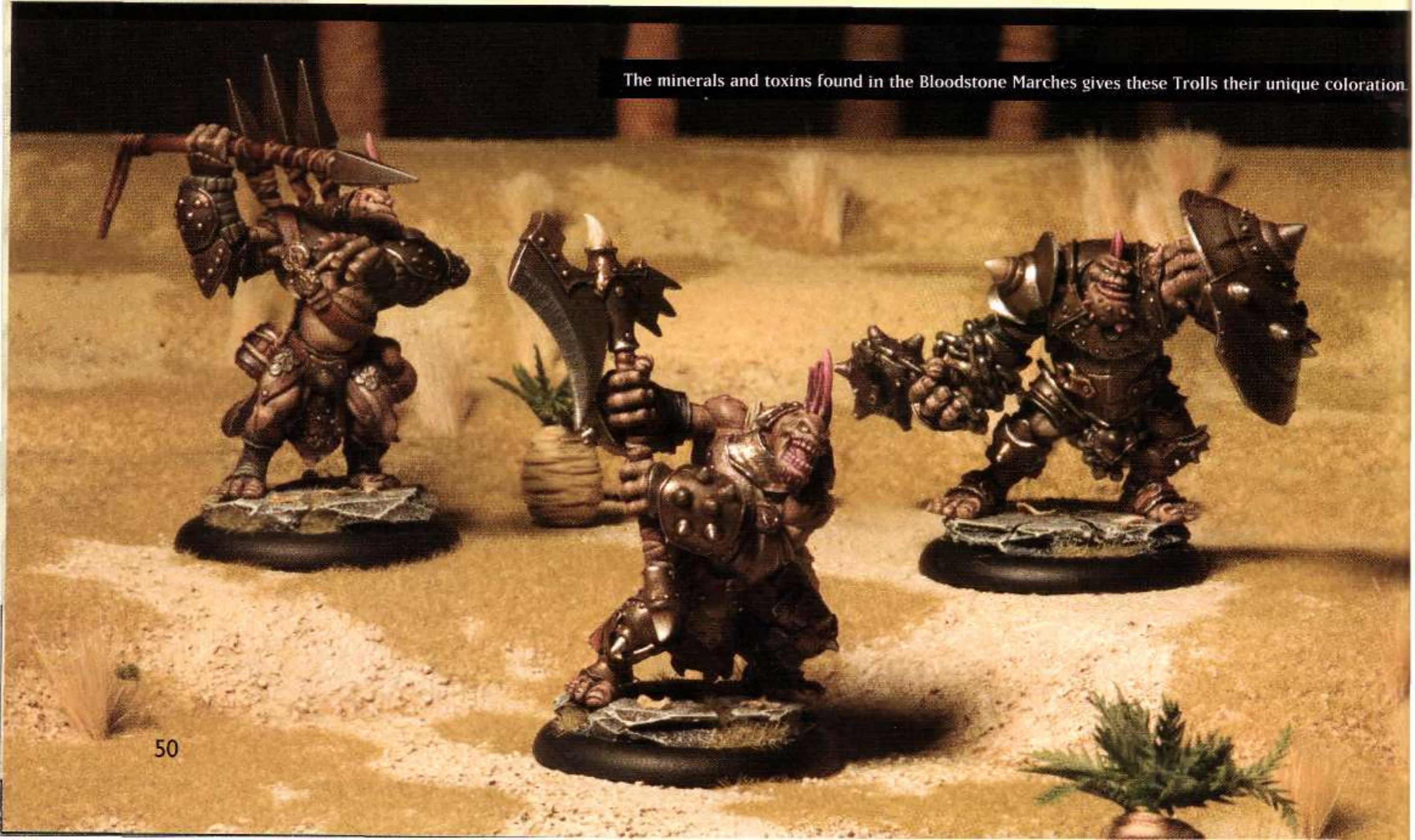


P + S of 13 against the Mauler's ARM of 18 ensures it will take little, if any, damage when the attack hits. Also, be sure to throw from its back arc to eliminate the +2 defense Sure Foot provides the Mauler.

Plugging a gold crown at 1,000 paces. Don't forget Alten Ashley or the Thumper Crew when handing out the Impaler's Far Strike animus. Alten's Monster Hunter ability is scary enough at 14"; 18" makes it positively terrifying. At a field allowance of two, a pair of Thumper light artillery crews firing up to 16" away and rolling *their cannonballs another* d6" gives you some welcome ranged attack support to go along with Alten's warbeast-dismantling attacks; perfect for softening up the enemy before barreling in with your heavy hitters.

Axer incoming! The Axer can deal out a tremendous amount of damage with the right animus and spells cast upon it. An Axer with Madrak's Guided Hand spell (additional die on melee attacks), Doomshaper's Fortune spell, or Grissel Bloodsong's Calamity spell (attacks against target model/unit gain +2 to attack and damage rolls), and either its own Rush animus, or the Mauler's Rage (+3 STR, increasing the Great Axe's damage to 18) turn this light warbeast into a killing machine. Watching it tear through a unit of Tharn Ravagers in one turn is a beautiful thing. If you are utilizing Grim Angus, his Headhunter's Bait the Line ability provides the same distance boost to a charge Rush does, but lacks the terrain ignoring benefits.

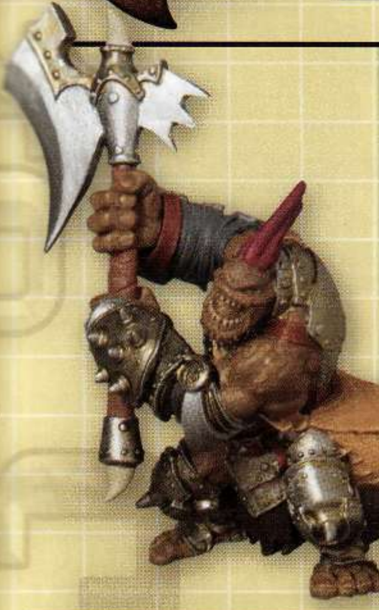
"They're moving how fast?" Another trick for the Axer's Rush animus is winding up a unit of Long Riders before they activate. You can cast Rush once from the warbeast and up to three or four times from the warlock, depending on your warlock. This gives the unit of Long Riders a threat range of 14" on the charge: SPD 7 + 5" charge + 2" reach = 14".



The minerals and toxins found in the Bloodstone Marches gives these Trolls their unique coloration.

Painting Trolls

Trolls of the Bloodstone Marches · By Todd Arrington

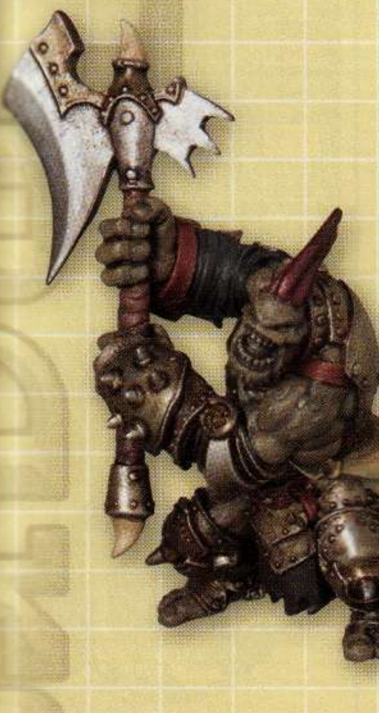


Base Coat

Base the bone spikes with 'Jack Bone, the steel with Pig Iron, the forearm wraps with Ironhull Grey, the quills with Sanguine Base, the leather straps with Bloodstone, the skin with Gun Corps Brown, the sack with Rucksack Tan, the large leathers with Umbral Umber, and the Axe wrap with Bootstrap Leather. Base the gold with Pig Iron washed with Blighted Gold.

Base Coat Colors:

Bone Spike – 'Jack Bone · **Steel** – Pig Iron · **Nails** – Bootstrap Leather
Forearm Wraps – Ironhull Grey · **Quills** – Sanguine Highlight
Leather Straps – Bloodstone · **Flesh** – Gun Corps Brown
Sack – Rucksack Tan · **Large Leathers** – Umbral Umber
Axe Wrap – Bootstrap Leather · **Gold** – Pig Iron, Blighted Gold



Shading

Wash the bone spike with a mix of 'Jack Bone, Bloodstone, and Battlefield Brown. Wash the steel with a mix of Exile Blue and Battlefield Brown. Wash in spots lightly with a mix of Umbral Umber and a touch of Battledress Green. Wash the forearms wraps with a mix of Ironhull Grey, Exile Blue, and a touch of Thamar Black. For the quills, use a wash of Sanguine Base mixed with Red Ink, a touch of Green Ink, and a touch of Blue Ink. Wash the leather straps with a mix of Bloodstone and Brown Ink. Wash the skin with a mix of Gun Corps Brown, Exile Blue, and matte medium. Wash the sack with a mix of Rucksack Tan and a touch of Exile Blue. Wash the large leathers with a mix of Umbral Umber and Exile Blue. Wash the axe wrap with a mix of Bootstrap Leather, Brown Ink, and a touch of Blue Ink.

Use three separate washes for the gold. Keep each wash fairly thin and build up slowly to create depth and a smooth metal surface. I occasionally lay down the wash in larger flat areas and wick up the wash in areas where I want highlights to appear. See the upper back plate of the Axer for a good example of this. The first wash is three parts Bloodstone, one part Brown Ink, and a small touch of Armor Wash. The second wash is a mix of Exile Blue and Battlefield Brown; this should be more blue in hue. The final wash is Umbral Umber with a touch Battledress Green. This final wash adds some tone on larger surface areas and mellows the blends, so don't use it on smaller, more textured areas.

Shading Colors:

Bone Spike – 'Jack Bone, Bloodstone, Battlefield Brown.
Steel – Exile Blue, Battlefield Brown
Forearm Wraps – Ironhull Grey, Exile Blue, Thamar Black
Quills – Sanguine Base, Red Ink, Green Ink, Blue Ink
Leather Straps – Bloodstone, Brown Ink
Flesh – Gun Corps Brown, Exile Blue, matte medium
Sack – Rucksack Tan, Exile Blue
Large Leathers – Umbral Umber, Exile Blue
Axe Wrap – Bootstrap Leather, Brown Ink, Blue Ink.
Gold – Step 1.) Bloodstone, Brown Ink, and Armor Wash; Step 2.) Exile Blue, Battlefield Brown; Step 3.) Umbral Umber, Battledress Green

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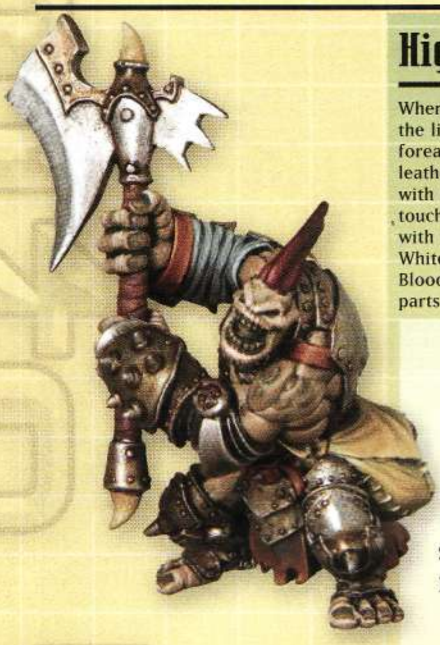
What You'll Need:

- Armor Wash
- Battledress Green
- Battlefield Brown
- Beaten Purple
- Blighted Gold
- Bloodstone
- Blue Ink
- Bootstrap Leather
- Brown Ink
- Cold Steel
- Cygnus Yellow
- Exile Blue
- Green Ink
- Gun Corps Brown
- Ironhull Grey
- 'Jack Bone
- Menoth White Base
- Menoth White Highlight
- Midlund Flesh
- Morrow White
- Pig Iron
- Quick Silver
- Red Ink
- Rucksack Tan
- Ryn Flesh
- Sanguine Base
- Sanguine Highlight
- Thamar Black
- Umbral Umber

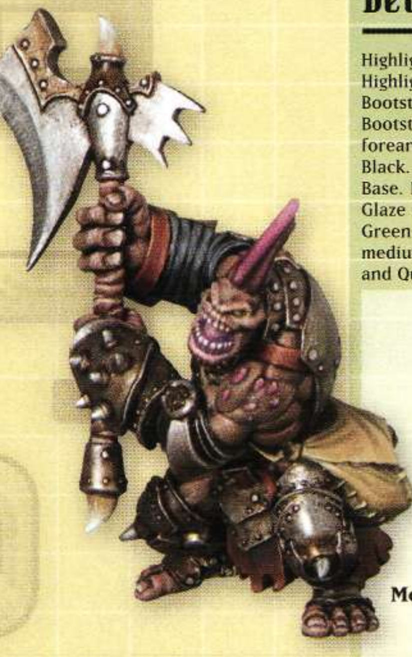


Highlighting

When highlighting, start with one highlight color and gradually lighten up to the lightest color. Highlight the steel with Pig Iron and Cold Steel. Highlight the forearm straps starting with Ironhull Grey up to Menoth Highlight. Highlight the leather straps with Bloodstone up to Menoth White Base. Highlight the flesh with Gun Corp Brown up to Midlund Flesh. Use more Midlund Flesh and small touches of Ryn Flesh around the fingertips and facial areas. Highlight the sack with Rucksack Tan, to Menoth White Base, to a few small touches of Menoth White Highlight. Highlight the large leather portions with Umbral Umber, to Bloodstone, then to Menoth White Base at the very edges. Highlight the gold parts with Pig Iron and Cold Steel.

Highlighting Colors:

Steel – Pig Iron, Cold Steel • **Nails** – Bootstrap Leather
Quills – Sanguine Highlight
Forearm Wraps – Ironhull Grey, Menoth White Highlight
Leather Straps – Bloodstone, Menoth White Base
Flesh – Gun Corps Brown, Midlund Flesh, Ryn Flesh
Sack – Rucksack Tan, Menoth White Base, Menoth White Highlight
Large Leathers – Umbral Umber, Bloodstone, Menoth White Base
Gold – Pig Iron, Blighted Gold



Detailing

Highlight the bone spike with Menoth White Base up to Menoth White Highlight. Highlight the rivets with Cold Steel and Quick Silver. For the nails, base with Bootstrap leather and then slowly work to the edge in hatching layers with Bootstrap Leather, to Menoth White Base, to Menoth White Highlight. Glaze the forearm wraps with a mix of Ironhull Grey, Blue Ink, and a touch of Thamar Black. Highlight the quills with Sanguine White Highlight up to Menoth White Base. Base the eyes with Morrow White and then touch up with Cygnus Yellow. Glaze the flesh with a deep burgundy made from a mix of Red Ink, a touch of Green Ink, a touch of Blue Ink, and matte medium. Be willing to use more matte medium as this extends the ink nicely. Finally, highlight the rivets with Cold Steel and Quick Silver.

Detailing Colors:

Bone Spike – Menoth White Base, Menoth White Highlight
Steel Rivets – Cold Steel, Quick Silver
Nails – Bootstrap Leather, Menoth White Base, Menoth White Highlight
Forearm Wraps – Ironhull grey, Blue Ink, Thamar Black
Quills – Sanguine Highlight, Menoth White Base
Eyes – Morrow White, Cygnus Yellow
Mouth and Teeth – Midlund Flesh, Beaten Purple, Midlund Flesh, Menoth White Base, Menoth White Highlight
Flesh – Red Ink, Green Ink, Blue Ink, matte medium
Spots – Sanguine Highlight, Menoth White Base
Axe Wrap – Bootstrap Leather, Menoth White Base
Gold – Cold Steel, Quick Silver

Base Slate

I made the slate base (see picture on page 50) out of modeling putty. Form into pancake shaped wafers, and leave to cure. Once cured, break it apart, shape with a hobby knife until it fits on the desired base. Primer it black, then lay down a base coat of Ironhull Grey. With a natural sponge, slowly add in Menoth White Highlight and build up the paint, until you are almost at a pure Menoth White Highlight that you lay down only in a few spots. The glaze is made with a mix of Blue Ink, Brown Ink, and a touch of Thamar Black. Then lightly dry brush the edges with Menoth White Highlight.

What You'll Need:

- Armor Wash
- Battledress Green
- Battlefield Brown
- Beaten Purple
- Blighted Gold
- Bloodstone
- Blue Ink
- Bootstrap Leather
- Brown Ink
- Cold Steel
- Cygnus Yellow
- Exile Blue
- Green Ink
- Gun Corps Brown
- Ironhull Grey
- 'Jack Bone
- Menoth White Base
- Menoth White Highlight
- Midlund Flesh
- Morrow White
- Pig Iron
- Quick Silver
- Red Ink
- Rucksack Tan
- Ryn Flesh
- Sanguine Base
- Sanguine Highlight
- Thamar Black
- Umbral Umber

FORMULA P3™

Not everyone needs to use super hyper-blending techniques that take countless hours to paint a masterpiece. In this article, I'll use a Trollkin Thumper and crew to demonstrate quick, simple techniques to get your army painted—once you master these techniques, you can kick out an entire army in no time. Within this article, we'll describe four simple painting techniques: base coats, washes, dry brushing, and layering, which are the cornerstones of painting.

*By **Ron Kruzie,** Studio Manager*

Modeling and Painting:

Trollkin Thumper Crew

Quick and Simple

Base Coats

Base coats are the first coat of paint brushed onto the miniature. Just like "painting by numbers", base coating applies desired Formula P3 paint on the part of the miniature that needs to be colored. A few rules apply, however. First, much like a coloring book, stay inside the lines by only covering the specific area. This cleanliness is very important for making a miniature look good. Second, make sure that the color paint is opaque. This might take more than one coat of paint, but with Formula P3 paints, you will need fewer coats than with some other brands.

Washes

Washes are mixes of paint and/or ink, matte medium, and water. There are different ratios for these mixes, and no one ratio is perfect, but a wash must be darker than the painted area it covers. The Formula P3 line has two pre-made washes: Armor Wash and Flesh Wash. I'll include my ratios in this article so you have a platform to jump from. Apply washes liberally onto a surface so the wash runs into the recesses, darkens, and dries in place to create shadows. This technique is fast and gets you results.

Drybrushing

Drybrushing is the oldest technique in the book. Lightly dip a brush in the color you want. Then wipe off the paint with a paper towel until no more comes off the brush. In reality, a bit of paint remains on the brush. Now, vigorously wipe the brush back and forth on the area you want drybrushed. The paint left on the brush will come off on the raised areas of the miniature, simulating lighted areas. Although fast, drybrushing is typically messy. Do this early in the process so you can cover up mistakes.

Layering

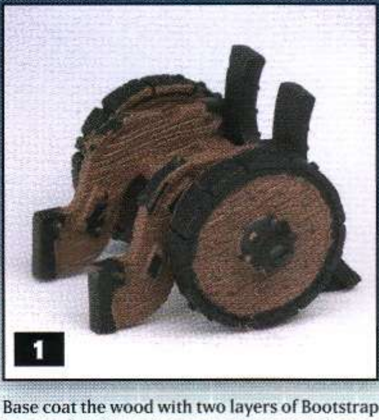
Layering is a simple blending technique that, while a bit more time consuming than washes or drybrushing, is still fast and gives wonderful results. When layering, paint on the shadows and highlights with pure paint after you apply the base coat. The rule is: paint a darker color in the recesses and a lighter color on the accents or raised areas.

THUMPER CANNON

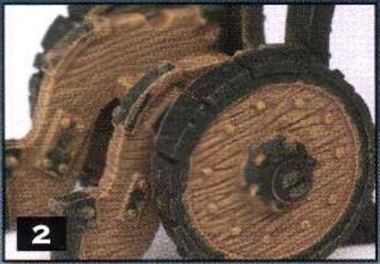
Now, we'll paint a Trollkin Thumper Cannon and its crew using only the four techniques described in the sidebar. After prepping, cleaning, and priming the miniature with black spray primer, I decided to paint the cannon in two parts so I could get in and under the cannon barrel and inside the wooden carriage. After the base coat, some of the shadowing, and some of the highlighting, I will glue the cannon's barrel to the carriage.

Painting Tip

When looking for painting resources, one of the best is your local game store. Most stores have at least one painter willing to demonstrate tips and tricks!



Base coat the wood with two layers of Bootstrap Leather. Getting some paint on the metal areas now does not matter, but when you paint the metal, be very clean and careful not to get it on the wood.

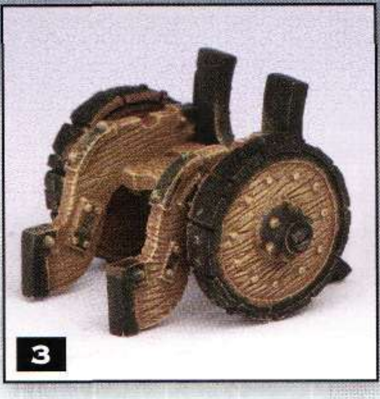


Drybrush the wood with Rucksack Tan.

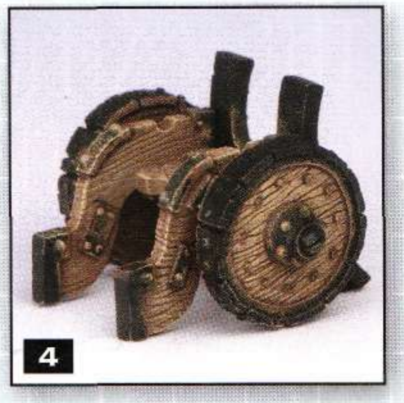
Painting Tip

With base coating and layering always thin your paint down—a good ratio is 1-part water to 10-parts paint. This allows the paint to go on smoother and faster than straight out of the pot. This is especially important when base coating and layering.

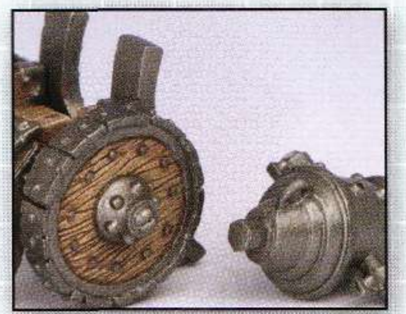
THUMPER CANNON CONT.

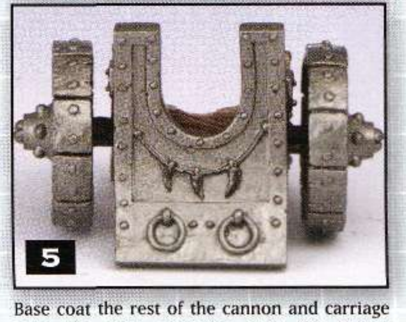


Drybrush again using Menoth White Highlight. Look at the mess. Good thing we did this first.

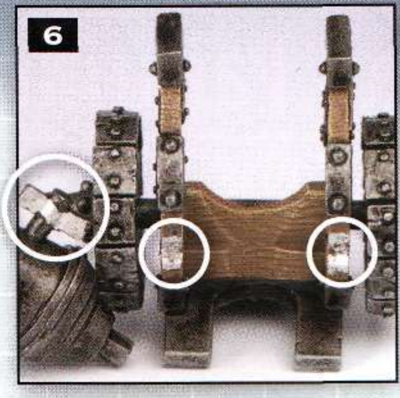


Thin down Battlefield Brown to 50/50 mix of water and paint. Then paint a line around where the metal plates meet the wood to separate these two parts.This mix "stains" the wood, allowing it to retain most of its original color.

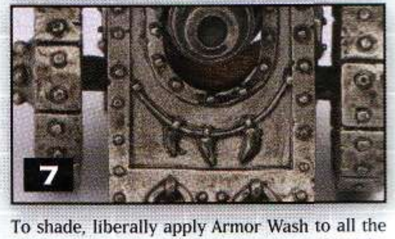




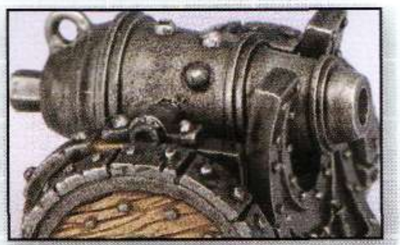
Base coat the rest of the cannon and carriage with Pig Iron, covering over the errant drybrushing.

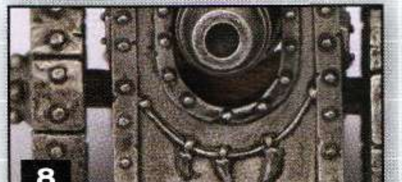


Glue the barrel to the carriage. Use a hobby knife to gently scrape away the paint. When gluing two painted parts, always remove the paint so the glue can bind metal to metal, not paint to paint. Painted joints break under tiny bits of stress.

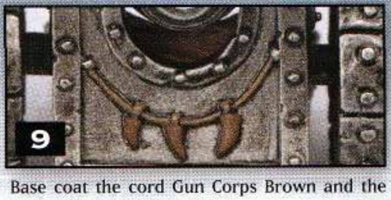


To shade, liberally apply Armor Wash to all the metal areas and allow it to dry thoroughly. The wash flows into the recesses to create shadows. It will still stain the metal darker all over, but this is just the nature of washes.

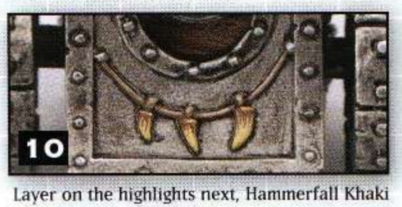




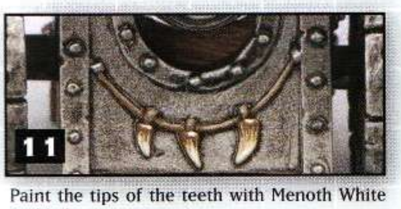
Very carefully drybrush the metal parts with Quick Silver. Try not to get it all over the wood—you only need silver on the highest areas. If you get silver on the wood, simply dry brush over it.



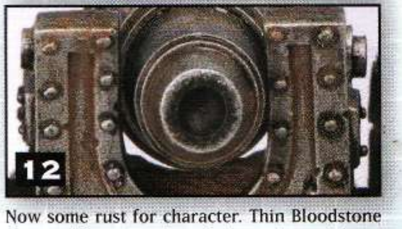
Base coat the cord Gun Corps Brown and the teeth Bloodtracker Brown.



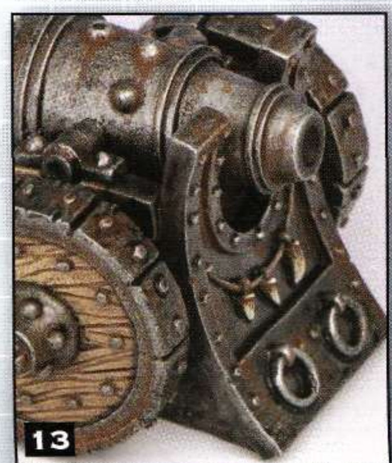
Layer on the highlights next, Hammerfall Khaki for the cord and Moldy Ochre for the teeth.



Paint the tips of the teeth with Menoth White Highlight.



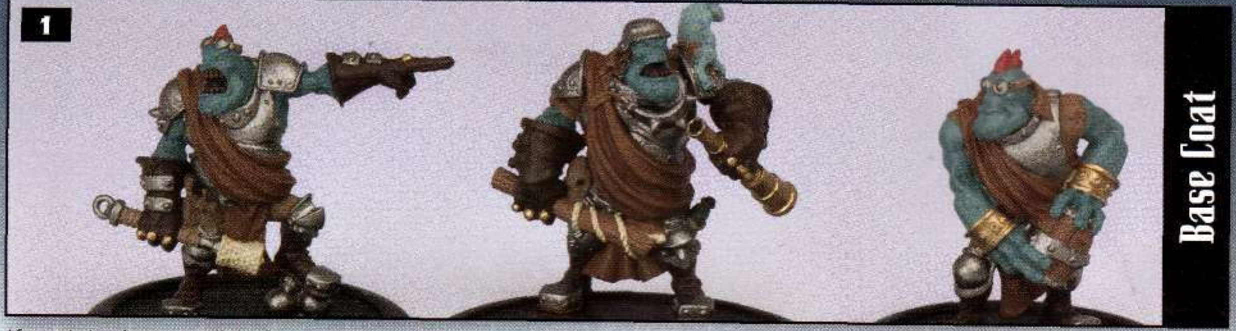
Now some rust for character. Thin Bloodstone down with water in a 60/40 mix and layer where you feel rust should go.



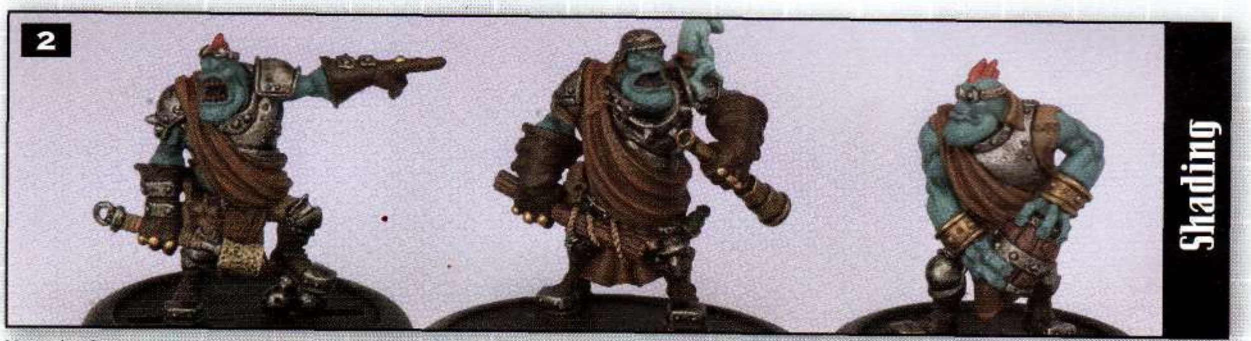
Paint the barrel's opening with Thamar Black. Next up, you need to paint the crew!

TROLLKIN THUMPER CREW

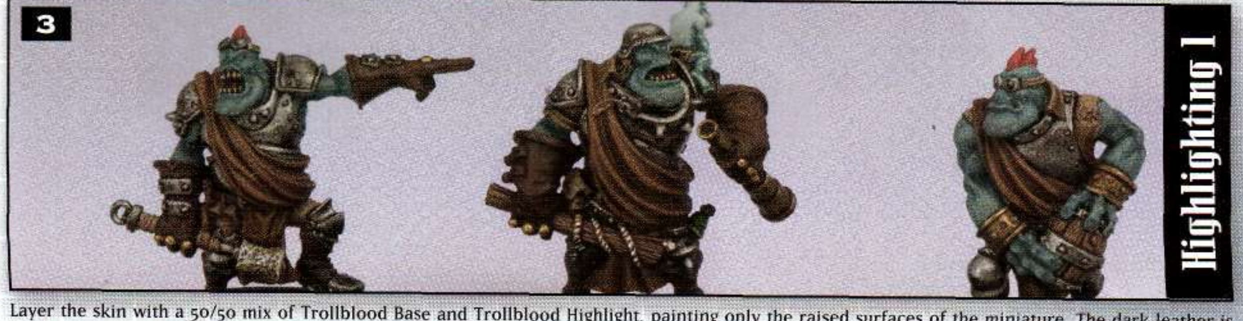
With the cannon complete, you can start to get its crew ready for battle. Again, we're using only the four techniques listed on page 53.



After priming, base coat all the flesh areas with Trollblood Base. Base coat the dark leather with Umbral Umber; the pants, under shirt, and straps with Gun Corps Brown; and the pouches and tamper straps with Beast Hide. Base coat any wood with Bootstrap Brown and the tartan with Bloodtracker Brown. Next, base coat the following: armor with Pig Iron, brass with Brass Balls, quills with Skorne Red, the bottle with Gnarls Green, and the cloth on the tamper and fuse cord with Menoth White Base. Use a 50/50 mix of Underbelly Blue and Trollblood Base for the whelp. Finally, base coat the tongues with Beaten Purple and the teeth with Bloodtracker Brown.



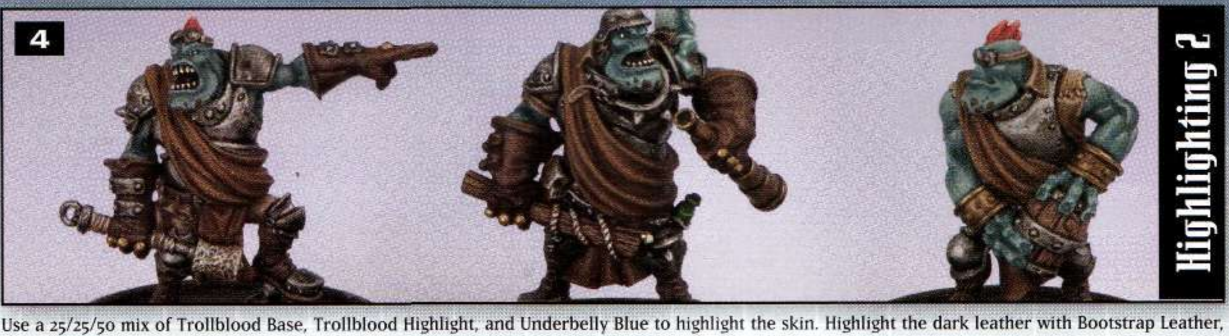
Mix 50/50 Coal Black and Trollblood Base and paint into the recesses of the flesh. For the tartan, mix 50/50 Bloodtracker Brown and Battlefield Brown and paint into the recesses. For the areas based with Gun Corps Brown, mix 50/50 Gun Corps Brown and Battlefield Brown and paint into the recesses. The areas based in Beast Hide get a 50/50 mix of Beast Hide and Umbral Umber. Shadow the whelp with Trollblood Base just like the others. So far, all the shading in this section has been done with layering. Now wash the armor with Formula P3 Armor Wash. **See fig. A on following page for additional shading.**



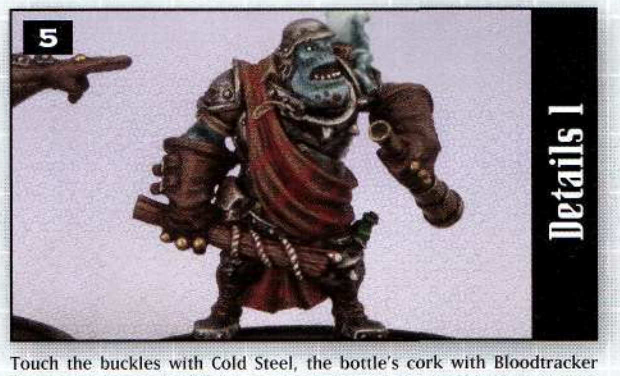
Layer the skin with a 50/50 mix of Trollblood Base and Trollblood Highlight, painting only the raised surfaces of the miniature. The dark leather is highlighted with a 50/50 mix of Umbral Umber and Bootstrap Leather. Highlight the pants, under shirt, and straps with a 50/50 mix of Gun Corps and Hammerfall. The pouches and straps based in Beast Hide get a mix of 50/50 Beast Hide and Menoth White Highlight for highlighting. The tartan uses a 75/25 mix of Bloodtracker Brown and Rucksack Tan. Highlight the quills with Khador Red Base, teeth with Moldy Ochre, the bottle with Iosan Green, the whelp in Underbelly Blue, and the wood with a 50/50 mix of Bootstrap Leather and Rucksack Tan. Finally, layer Cold Steel on the armor.

See fig. A on following page for additional highlighting.

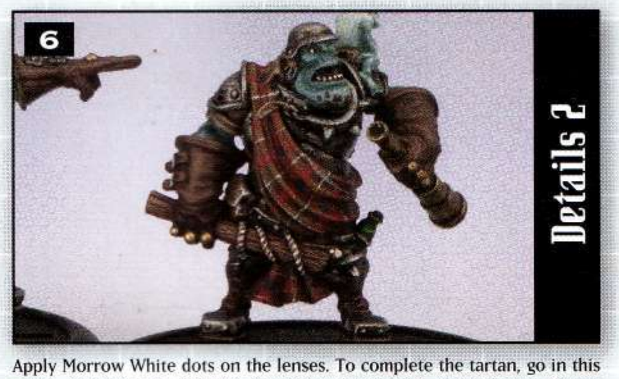
THUMPER CREW CONT.



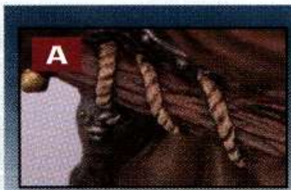
Use a 25/25/50 mix of Trollblood Base, Trollblood Highlight, and Underbelly Blue to highlight the skin. Highlight the dark leather with Bootstrap Leather, the leather straps with Hammerfall Khaki, the pouches and straps with Menoth White Highlight, the quills with Khador Red Highlight, the teeth with Menoth White Highlight, and the bottle with Necrotite Green. The whelp is highlighted with a 50/50 mix of Menoth White Highlight and Underbelly Blue. The chin 'nubs' are painted with a mix of 50/50 Skorne Red and Battlefield Brown. To paint the eyes, cover them with Thamar Black, then dot with Menoth White Highlight. Finally, give them a black dot for the pupil.



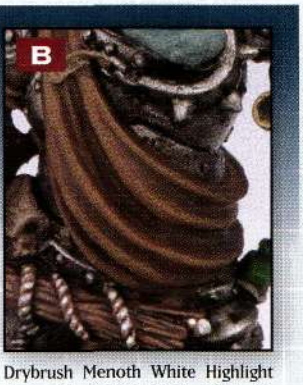
Touch the buckles with Cold Steel, the bottle's cork with Bloodtracker Brown, and the nails with the same color as the chin 'nubs'. For the tartan pattern, first make the main pattern crosses with Skorne Red.



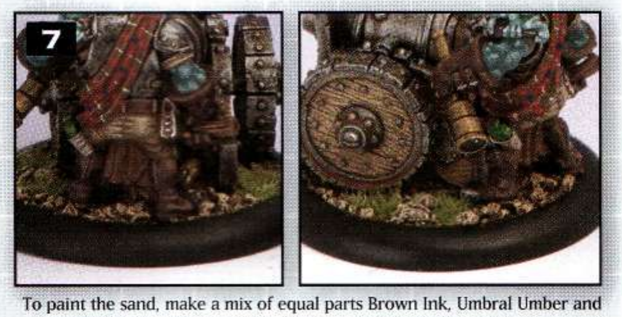
Apply Morrow White dots on the lenses. To complete the tartan, go in this order: highlight the red with Khador Red Highlight. Then place a Cygnar Blue Base patch where the red crosses meet. Finally, paint a thin line cross pattern on the tartan using Menoth White Highlight.



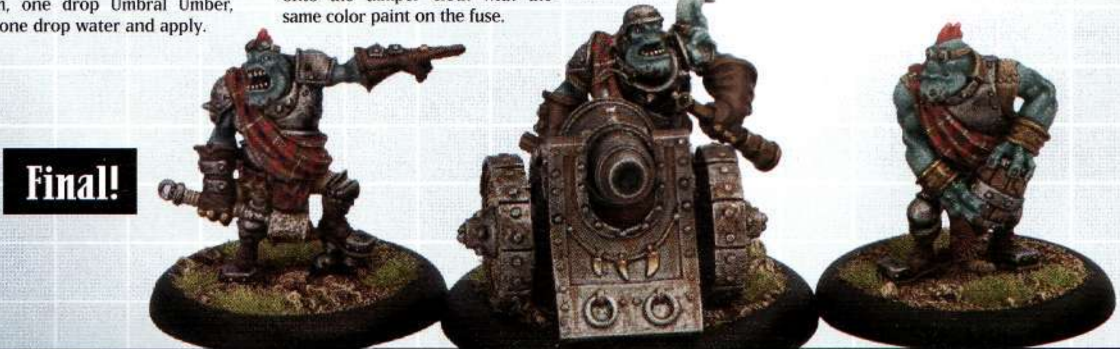
Now we need to make some washes for the wood, fuse, and tamper. To make the wood wash, mix two drops matte medium, one drop Brown Ink, and one drop Armor Wash, then apply on all the wood and the fuse. For the tamper cloth and brass, mix three drops matte medium, one drop Armor Wash, one drop Umbral Umber, and one drop water and apply.



Drybrush Menoth White Highlight onto the tamper cloth with the same color paint on the fuse.



To paint the sand, make a mix of equal parts Brown Ink, Umbral Umber and apply liberally. After this dries, drybrush Rucksack Tan over the sand and then drybrush with Menoth White Base to finish.



Conclusion

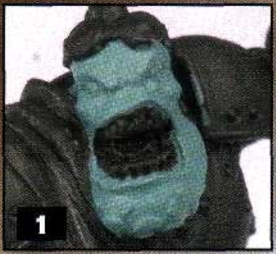
Compared to a studio-quality miniature, the Thumper Cannon and its crew took a fraction of the time to paint and was great fun. Believe me, I am not going to spend 10+ hours per miniature for a gaming army, because I will never get one done! Painting using the techniques shown here will rapidly get you a nicely painted army. I intend to paint my own army in this manner. Remember, you're shooting for an army that looks good at around four feet away, which is something that studio miniatures often fail to do.

PAINTING TROLLKIN FACES *Studio Style!*

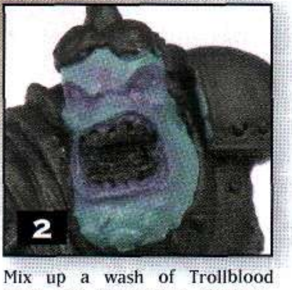
By **Matt DiPietro**

One of the most common requests on the Privateer Press Modeling and Painting Forums is how to paint trollkin skin and faces the studio way. Staff Painter Matt DiPietro demystifies the process with this thorough step-by-step to make your Trollkin wonderfully ugly.

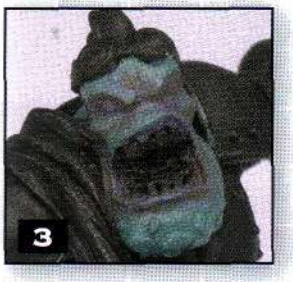
Flesh



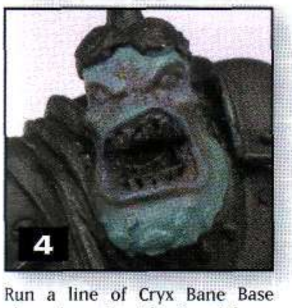
Lay down a solid base coat of Trollblood Base.



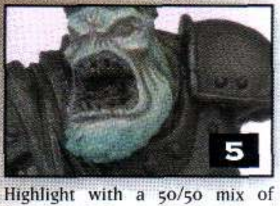
Mix up a wash of Trollblood Base and Murderous Magenta, and apply it to the lips and eye sockets.



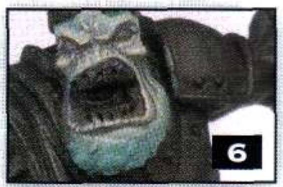
Use a 50/50 mix of Trollblood Base and Thornwood Green to shade the skin. When shading, pay special attention to the sunken cheeks, eye sockets, and furrowed brow. When shading and highlighting, ignore the chin, since it will be painted later.



Run a line of Cryx Bane Base along the underside of each brow and cheekbone.



Highlight with a 50/50 mix of Trollblood Base and Trollblood Highlight. Be sure to leave some of your base coat showing for the mid-tone.

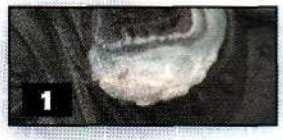


The final highlight is just Trollblood Highlight applied sparingly to the tops of the cheeks, jaw, brow and skull.

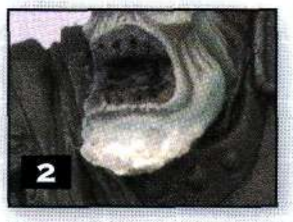
Painting Tip

If you're having trouble finding where the highlights and shades are supposed to be on a model, try to imagine light coming from directly above its head.

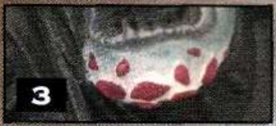
Chin



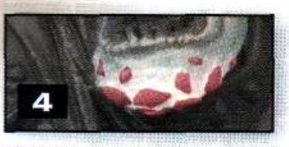
Trollkin have pale chins with rocky growths jutting from them. Mix Trollblood Highlight with Menoth White Highlight and base coat the chin. Blend the edges so that they fade into the rest of the face.



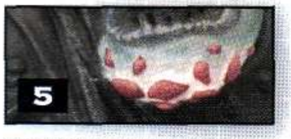
Highlight using Menoth White Highlight. When painting these first two steps, don't worry about hitting the rocky growths as you will just paint over them later.



Carefully base coat each growth with Sanguine Highlight. Make sure to get the sides, as this will pop them out from the rest of the chin.

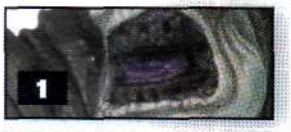


Highlight the uppermost half of each growth with a 50/50 mix of Khardic Flesh and Sanguine Highlight.

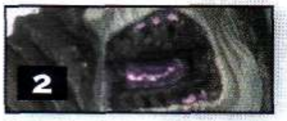


Meticulously apply Khardic Flesh to the top edge of each growth.

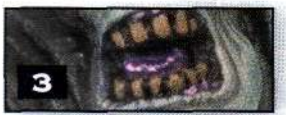
Mouth



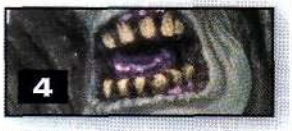
Base coat the tongue and gums with a mix of Beaten Purple and Trollblood Base.



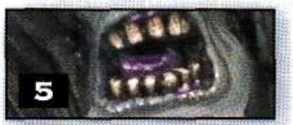
Gradually add Carnal Pink to this mix and highlight the tongue and gums sparingly. For the tongue, try applying the highlights using a series of dots layered on top of each other (known as "stippling").



Base coat the teeth with a mix of Ember Orange and Battledress Green.

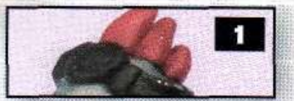


Mix a dot of Ember Orange with Menoth White Base, then highlight each tooth with a series of parallel lines that run the length of each one (known as "feathering").

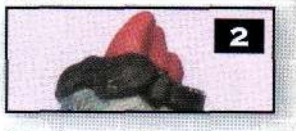


Lastly, use Menoth White Highlight and the feathering technique above to add the final highlights.

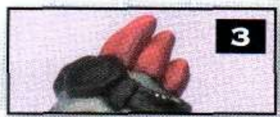
Quills



Base coat the quills with a 50/50 mix of Skorne Red and Khador Red Base.

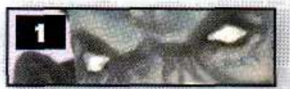


Take Sanguine Base and run a line along the underside of each quill. This separates each quill from its neighbor and defines the shadows.

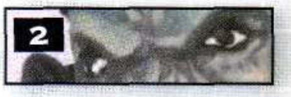


Make a 50/50 mixture of Khador Red Base and Khador Red Highlight and run a line along the top of each quill. The highlight line should butt up against its neighbor's shade line, maximizing contrast.

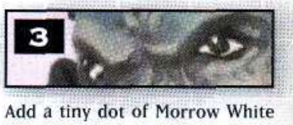
Eyes



Black out the eye with Thamar Black. Then, using Menoth White Highlight, paint the eye, being careful to leave a ring of black around the entire eye.

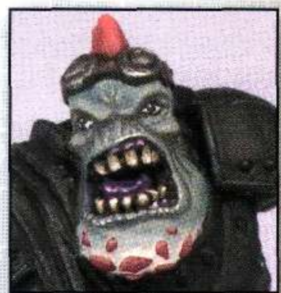


Continue painting the eye by adding a dot that connects the top and bottom of the eye. There should be no white showing on the top or bottom of this dot since even the slightest bit of white in either place will change the expression dramatically.



Add a tiny dot of Morrow White to the pupil of each eye so that is appears to be catching the light.

Final!



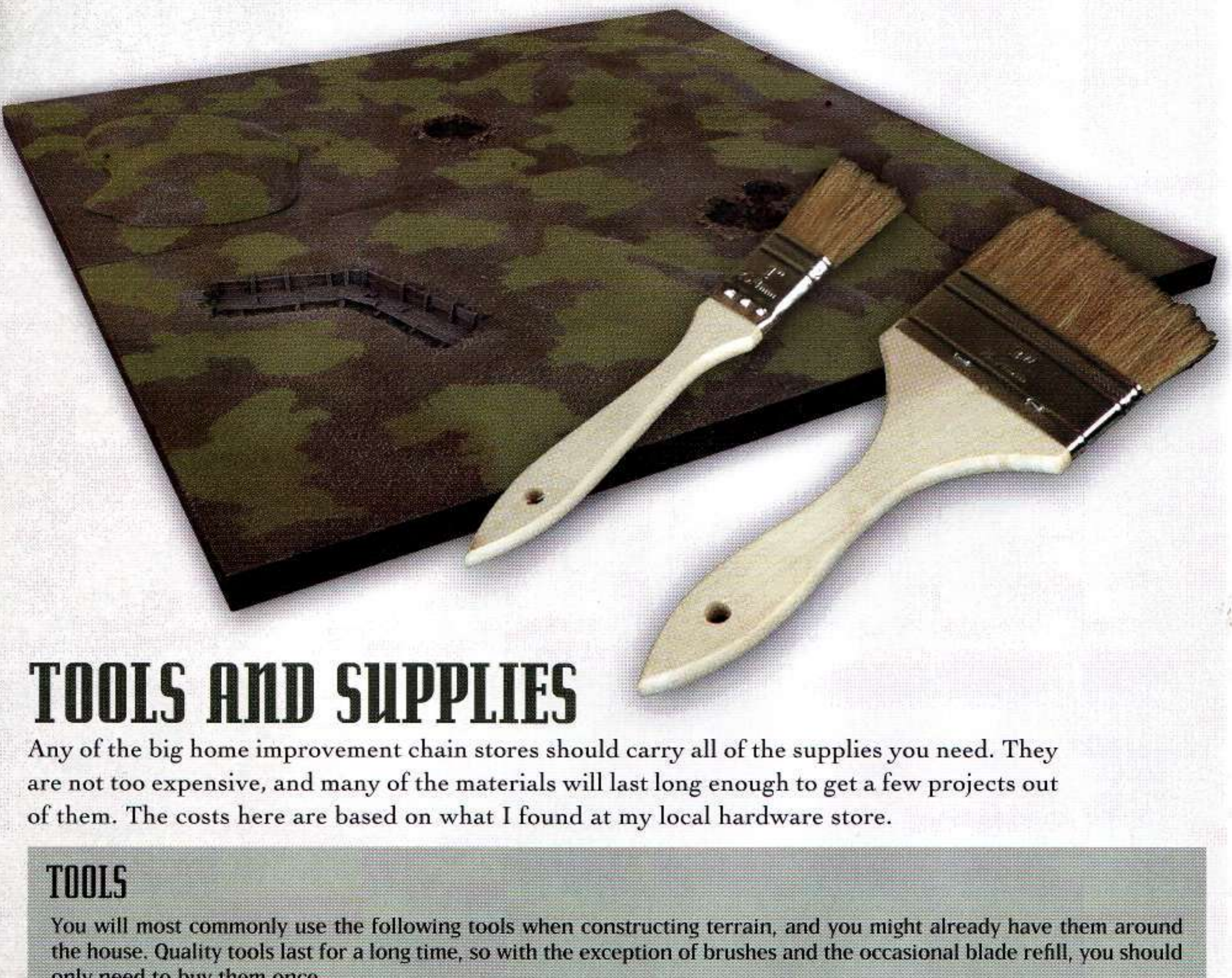
Studio Style!

STAGING THE BATTLE
Part 1—Building a Basic Game Table

Building any wargame scenery, if you have never done it, can seem like an expensive and daunting task. This series of articles will show you **step-by-step** how to expand your terrain library with very high-end, professional-looking pieces without the projects breaking your bank or eating all of your time.

In this issue, we build a basic gaming table and lay out the materials necessary for working on terrain projects. Future installments will add character and diversity to your battlefield with elements such as woods, obstacles, scrap yards, buildings, water features, and more.

*By **Rob Hawkins**, Hobby Content Manager*



TOOLS AND SUPPLIES

Any of the big home improvement chain stores should carry all of the supplies you need. They are not too expensive, and many of the materials will last long enough to get a few projects out of them. The costs here are based on what I found at my local hardware store.

TOOLS

You will most commonly use the following tools when constructing terrain, and you might already have them around the house. Quality tools last for a long time, so with the exception of brushes and the occasional blade refill, you should only need to buy them once.

- **Extendable "Snap-Off" Knife** – $10.00. Indispensable for making cuts and shaping foam. Mind your fingers, as cutting yourself sucks!

- **Steel Ruler** – $3.00. Great for measuring and necessary for getting straight cuts.

- **Wire Brush** – $3.00. Useful for distressing the edges of rock features, especially when combined with cuts from a knife.

- **Paint Brushes** – $2.00. Essential, but don't buy expensive brushes since you'll be using them for dry brushing. The 1" and 3" sizes should cover most of your needs. When they start to go bad, hang on to them; you can use the bristles for tall grass and weeds.

BUILDING MATERIALS

These form the backbone of any building project. You should get a lot of use out of a single purchase, as you can usually use even the scraps.

- **Pink or Blue Insulation Foam** – $10.00. Comes in a 2' by 8' sheet in various thicknesses; essential for all manner of terrain.
- **Balsa Wood, Basswood, Popsicle Sticks** – (cost varies). Balsa wood is cheaper but more fragile and prone to denting. Basswood is a little sturdier. Popsicle sticks are cheap, and you can get them in bulk at the craft store, but balsa and basswood offer more variety of size. All three have their uses.
- **Play Sand** – $3.00. A bag of play sand lasts for a long time. Use this to cover large areas. It closely resembles beach sand, but without the cigarette butts and bottle caps.
- **Rocks and Gravel** – (cost varies). Useful for creating rocky areas. Available at hardware stores, pet supply stores, or in your backyard.
- **Foam Core Board** – $5.00. Quarter-inch foam sandwiched between cardboard; perfect for constructing buildings and bases.

CONSUMABLES

You can stretch out adhesives, paint, and glue, but they will need replenishing after a couple of projects.

- **Construction Adhesive** – $3.00. Sold under brand names like Liquid Nails®, you will need a ratchet-caulking gun ($5.00) for this product. Get the kind for projects and foam board. This is the best way to adhere pink foam panels and larger gravel. You can also use it for filling cracks. Make sure you use this in a well-ventilated area.
- **Wood Glue** – $4.00/pint or $14.00/gallon. Great for gluing things. Thinning it with water will keep it smooth and make it last longer.
- **Latex Paint** – $10.00/quart. Color match some of the earth tones, and get a basic flat black for covering the table.

FINISHING MATERIALS

All of these will go on after you finish the construction and painting. Like the consumables, you will need to replenish these after a few projects.

- **Static Grass or Flock** – (cost varies). Grass or flock (or a combination of both) adds life to your table. Select a color combination to go with your ground color.
- **Water Effects** – (cost varies). Envirotex Lite® and Everlasting Elegance® are two popular brands. We will discuss them in depth when we cover water effects in later articles.

CONSTRUCTING A BASIC TABLE

For your first project, we will show you how to build a basic 4'x4' table from the ground up. Suitable for any game of WARMACHINE or HORDES, this lightweight, portable, and easily storable table includes some basic details like hills, craters, and a trench.

Getting Started

You will need a 1-1/2" thick sheet of pink foam (2" thickness works if you can't find the 1-1/2" foam) for the table base and a 1" thick sheet of pink foam for the hills. Using a thick sheet of pink insulation foam will make the base very light and allow you to cut features like trenches, craters, and riverbeds into it to create a very dynamic playing surface. The table's base uses all of the thicker board, but the 1" sheet will provide a few hills with plenty left over for future projects.

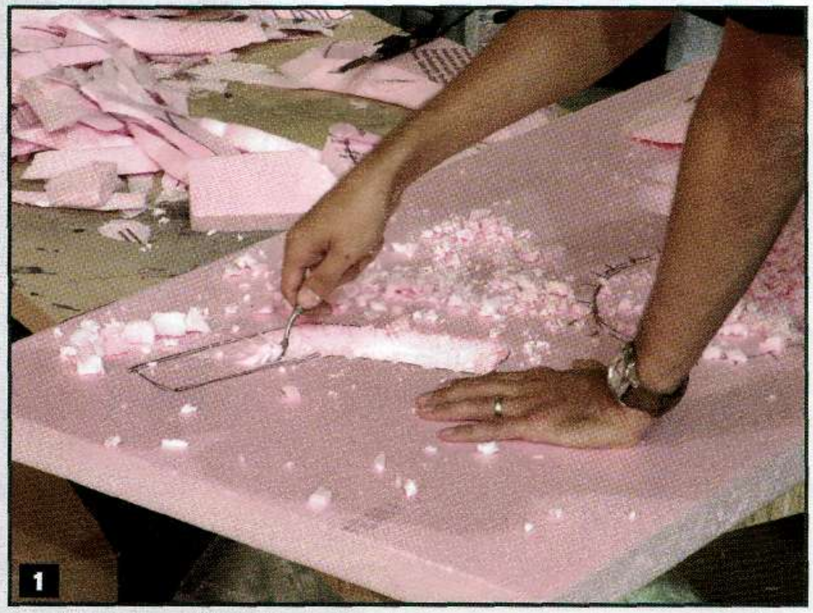
When you go to pick up the pink foam board, bring your extendable knife and a steel ruler. The foam comes in a sheet 2' wide by 8' tall, and you will need to cut it in half to make two 2' x 4' panels. These join together to make a modular 4' x 4' playing area. Select a board with pristine edges, and keep your center cut clean to create nice, neat edges on your table. The 2' x 4' sections will fit in the back seat of a car, making it easy to get them home and easy to transport the finished game board.

to a buddy's house. You will also have the option of changing the positioning of the boards to vary the location of the fixed terrain.

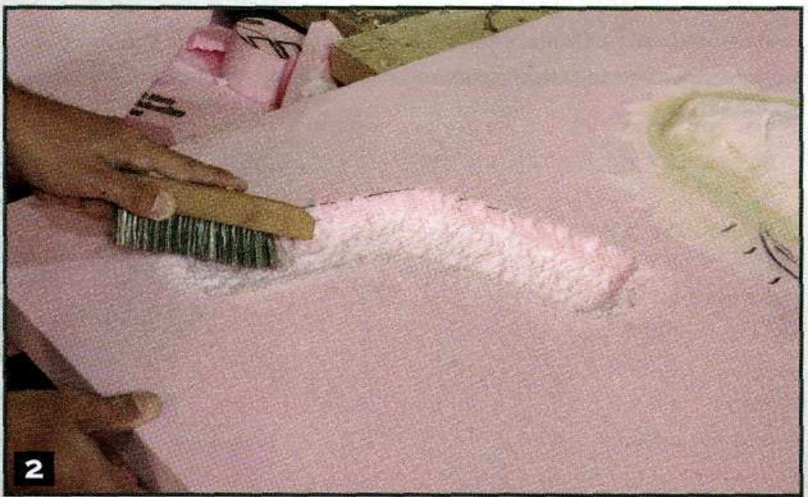
Planning

Lay out the 1-1/2" base boards side by side, and plan where the features will be. Draw in the layout with a marker. On our table we will cut in a small trench and a handful of craters. Hills can be fixed or modular—for now, we will show you how to affix them onto the board. When placing fixed terrain, make sure you leave enough clear space to add modular terrain pieces later. You can complete this table in about two days. Do all of the construction on the first day and let it dry overnight. Use the second day for painting and flocking. You should wait for at least one additional day after that to allow any glue and paint to dry, otherwise you could end up marring the paint jobs on some of your models!

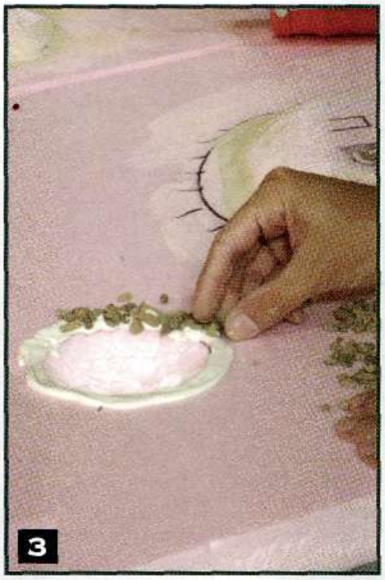
Day 1: Construction!



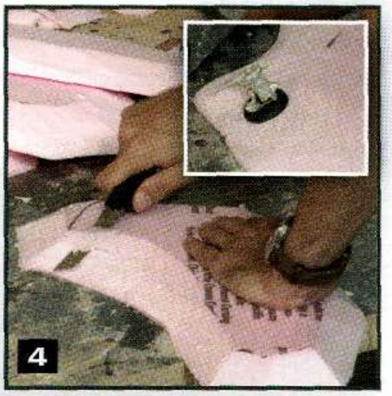
Step 1.) Use an extendable knife to cut into the craters at an angle, then gouge out the chunks with a spoon. When slicing out the shape of the trench, cutting a crisscross pattern into the foam will make it easier to scoop out. You only want to go about 1" deep; be careful not to punch through the bottom. If that happens, just patch the hole with a piece of foam and secure it with construction adhesive. Try to keep the bottom of the trench relatively flat.



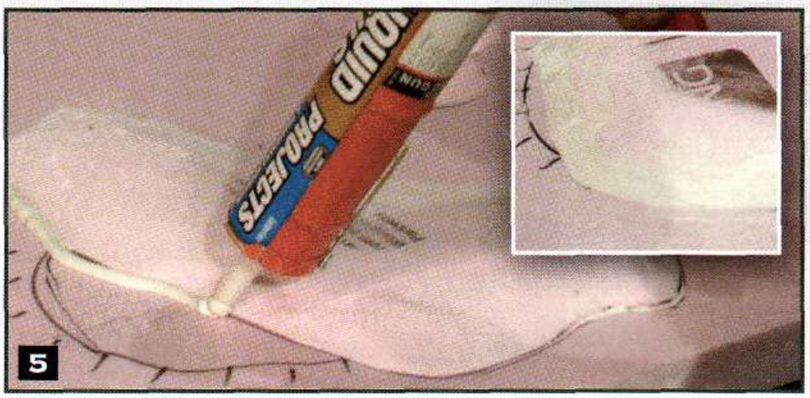
Step 2.) Once the trench is cut out, distress the back edge and sides by rubbing them with a wire brush. This helps rough up and round out the cuts on the trench walls. Don't worry about the front of the trench as you will cover that with wooden planking.



Step 3.) Spread a bead of construction adhesive around the lip of the craters and press some gravel into it. Do the craters one at a time and work quickly as the adhesive will develop a "skin" if it sits too long, making it difficult to adhere the stones.



Step 4.) Cut out your hills from the 1" foam, and bevel the edges with angled cuts of your retractable knife. Remember to always cut away from yourself. Sand the edges of the hills smooth. Keep a model on hand while working to make sure it can stand up on the slope of the hills.

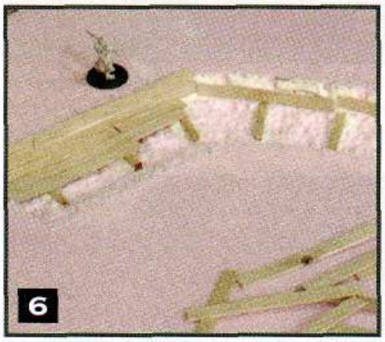


Step 5.) To affix a hill to the table, spread construction adhesive on the board and press the hill onto it. Then, put a bead of adhesive around the edge of the hill and smooth over the adhesive with a flat chunk of foam to conceal the join. Try to get it as smooth as possible, but don't sweat any imperfections as you can disguise them later with sand and flock. Place something heavy (your figure cases should do) on the hills and let them dry while you work on the trench.

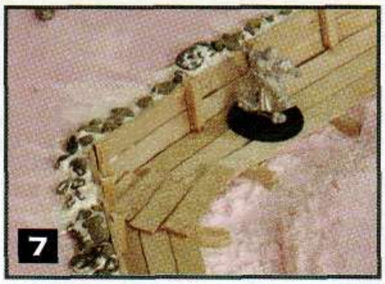
To add the wooden firing platform and supporting wall of the trench, you need popsicle sticks (for the planking), some 1/4" square balsa wood (for the base support beams), and 1/8" square basswood (for the vertical support beams).

HOBBY TIP

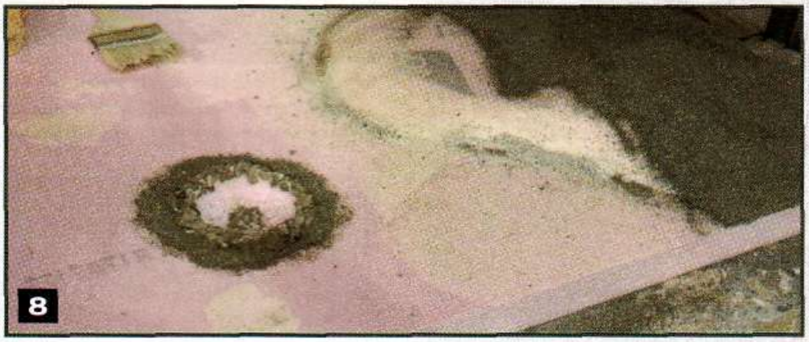
No matter how well you angle your hills, some models will never stand up on an incline. Use the scraps from the foam to make a prop, and paint and texture it like the hillside or a rock. Now you have an aesthetically pleasing way to maintain accurate model placement, and prevent the stubborn thing from tipping over!



Step 6.) Start by affixing the 1/4" support beams to the floor of the trench with construction adhesive. Balsa works fine here because you will mostly cover it and protect it from denting. Space the beams about 2" apart. Cut the ends of the popsicle sticks flat, and superglue them over the balsa beams to create the firing platform. Using superglue instead of wood glue will speed up the assembly and drying times and make a sturdier piece.



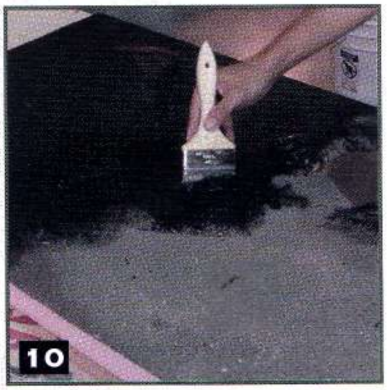
Step 7.) With the firing platform in place, use construction adhesive to attach more popsicle sticks to the front wall of the trench. Have a model handy to keep the wall the correct height. After the adhesive has dried a little, superglue the vertical supports in place. The 1/8" basswood serves best for this step, since it holds up better than balsa. For the final step, place a bead of adhesive along the front of the trench and press some gravel into it just as you did for the craters.



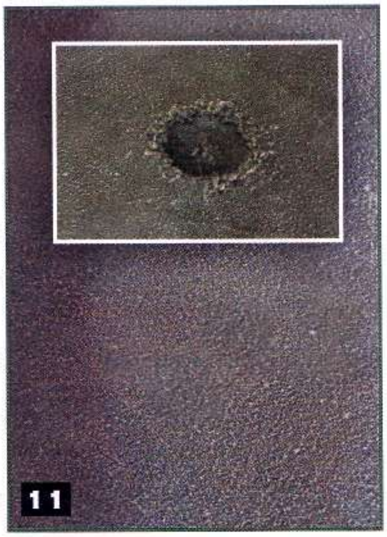
Step 8.) With the table construction finished, it's time for sand. Mix about 60/40 wood glue and water and use the 3" brush to spread the glue mix. To avoid lines in the sand, cover one third of the table with glue, then sprinkle on the sand, leaving the edge of the glue exposed. Then paint on more glue and add more sand until you cover the entire table. If you see any wet spots showing through, add more sand. Let the boards dry overnight.

Day 2: Painting!

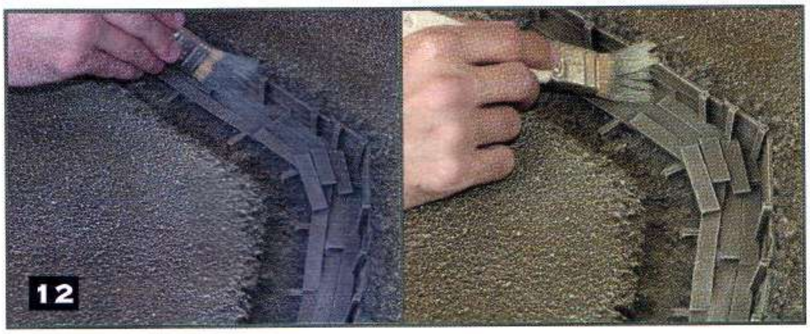
Step 9.) Spread out a trash bag or some newspaper and dump the excess sand off of the boards. Take a wooden block and gently rub it over the surface of the boards and the loose hills. This will knock off any more loose bits of sand.



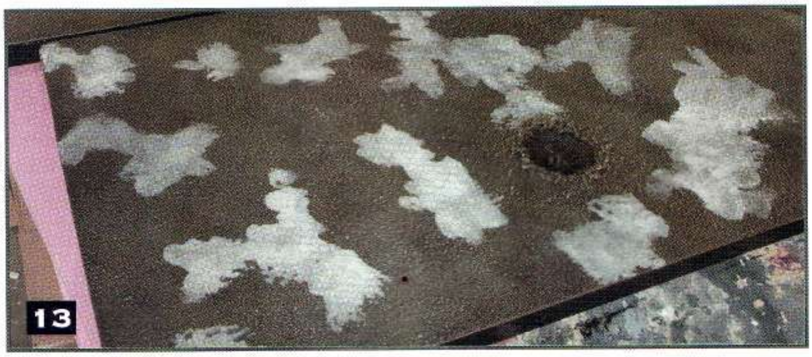
Step 10.) Paint the entire table with black latex paint. This both functions as primer for the painting and helps seal in the sand and gravel. Let the paint dry completely before continuing onto the next step. Features like the trench can have black primer sprayed on them rather than the latex.



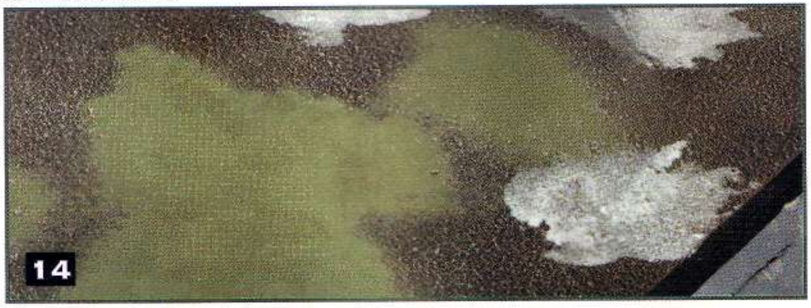
Step 11.) Using the 3" brush, dry brush the entire table with Bloodstone, then with Moldy Ochre, and finally with Menoth White Base. Avoid getting the Moldy Ochre and Menoth White Base in the craters so that they retain a rusty, blackened interior.



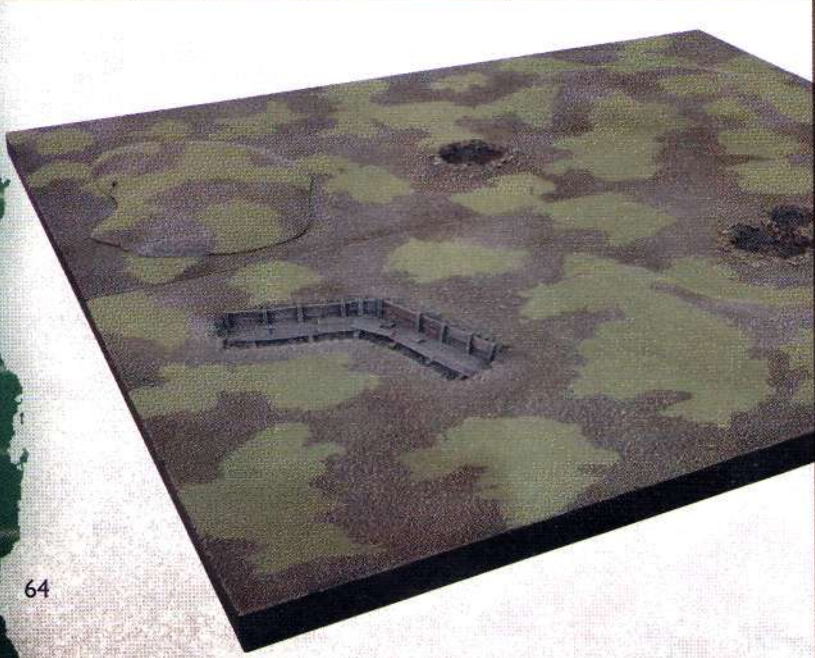
Step 12.) Use the 1" brush to dry brush the wood of the trench with Bastion Grey. Then dry brush with 'Jack Bone.



Step 13.) To flock the table, select a color that compliments the ground flocking—we used an olive drab green flock. Mix up more glue and water in the same ratio as before, and paint it in irregular patches over the board. Use the glue patches to cover up any errors in the sanding or painting of the table.



Step 14.) Sprinkle the flock over the glue patches. You will need at least 32 oz. of flock to ensure complete coverage, but you can collect most of it back up for your next project. Once the glue has dried and you have removed the excess flock, paint another layer of black latex paint on the edges of the table to cover up any glue spills or over brushing and give them a little protection. That's it!



Conclusion

This table has a woodland color scheme, but you can easily alter the colors and flocking material to create different landscapes or match the basing color of your models. Try a grey ground color with burnt brown static grass or snow flock, or a more sandy color of ground with very sparse patches of green flock. Try adding patches of static grass within the flocked areas. You can increase or decrease the amount of terrain shown here to make lots of hills or create a no-man's-land of trenches and craters!

Now that you know how to build the basic table, we can start adding more modular scenery to it. Next article, we'll show you how to make awesome looking (and playable!) woods and other features for your Iron Kingdoms battleground.

The Pendrake Encounters lets you tag along with adventuring scholar extraordinaire Viktor Pendrake and his various pupils as they explore and investigate the lands and creatures of Immoren. To fully utilize these encounters, you will need copies of Monsternomicon, Vol. 1 *and* Monsternomicon, Vol II.

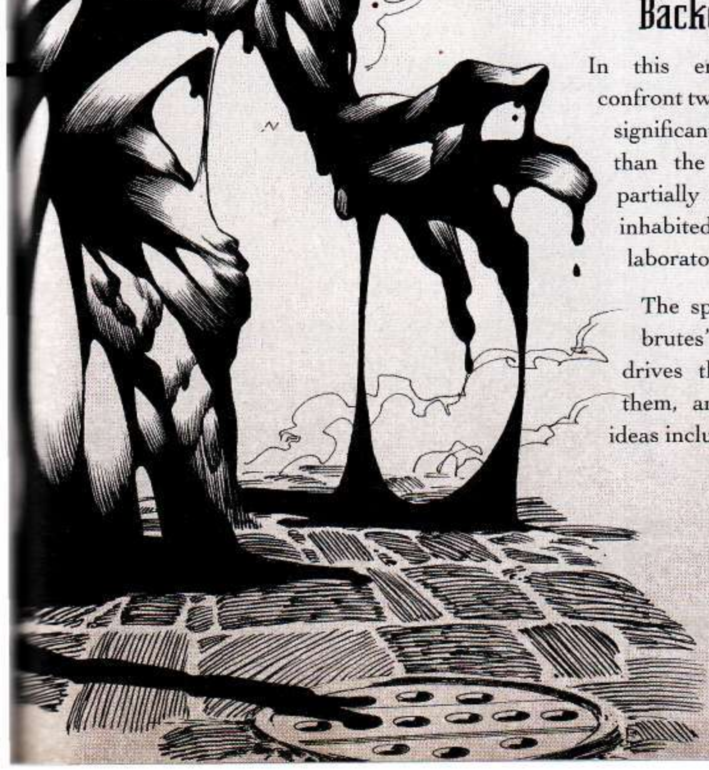
By **Luke Johnson** · Art by **Brian Snoddy** and **Chris Walton** · Map Rendering by **Josh Manderville**

The Pendrake Encounters:

The Sludge Brute

All know that the craft of alchemy carries dangers. An irresponsible or inattentive alchemist can melt his skin, scorch his flesh, inhale poisons, and blow himself to Urcaen. True alchemists also have skill in the arcane arts, a profession that draws further danger from jealous rivals and, if one is particularly unlucky, even the tools of the trade. Even something as simple as improper disposal of alchemical waste can create problems, sometimes of a deadly nature. I do not know the exact processes or reasons involved, but through arcane accidents alchemical sludge can sometimes take on sentience—and a desire for flesh. These causitic aberrations are thankfully rare but the ubiquity of alchemy means the threat of their creation is very real indeed.

—Viktor Pendrake



***This encounter, designed for four PCs of 6th level, can take place in any city, though the default setting is Corvis. This encounter requires the* Iron Kingdoms Character Guide *and the* Monsternomicon, Vol. II.**

Encounter Background & Setup

In this encounter, the PCs confront two sludge brutes—one significantly more powerful than the other—which have partially destroyed and then inhabited an alchemical laboratory.

The specifics of the sludge brutes' genesis, and what drives the PCs to confront them, are up to you; some ideas include:

- **A Magical Mystery:** Rumor spreads though town of several mysterious heists of alchemical goods from locked, and even guarded, labs. The PCs might be hired to investigate by a victim. Their investigation comes to an abrupt end when the brute's accidentally cause their next target to explode. The creation of the brutes might be the plans of a Khadoran saboteur or merely an accident of science.
- **Day in the Life:** On their way to seek information from an alchemist contact, the PCs arrive just as an experiment goes wrong, resulting in the creation of two sludge brutes. They must defeat the brutes to save their associate, who is trapped in the lab with the deadly living sludge.
- **The Benefits of Science:** When a pair of spying gobbers from a competing 'jack factory are chased from Engines East, a deadly chemical accident creates two sludge brutes who consume the gobbers. Now the Rhulic owner, Gamack Redhammer, seeks someone to hunt down the marauding creatures and try to find out who initially sent the spies.

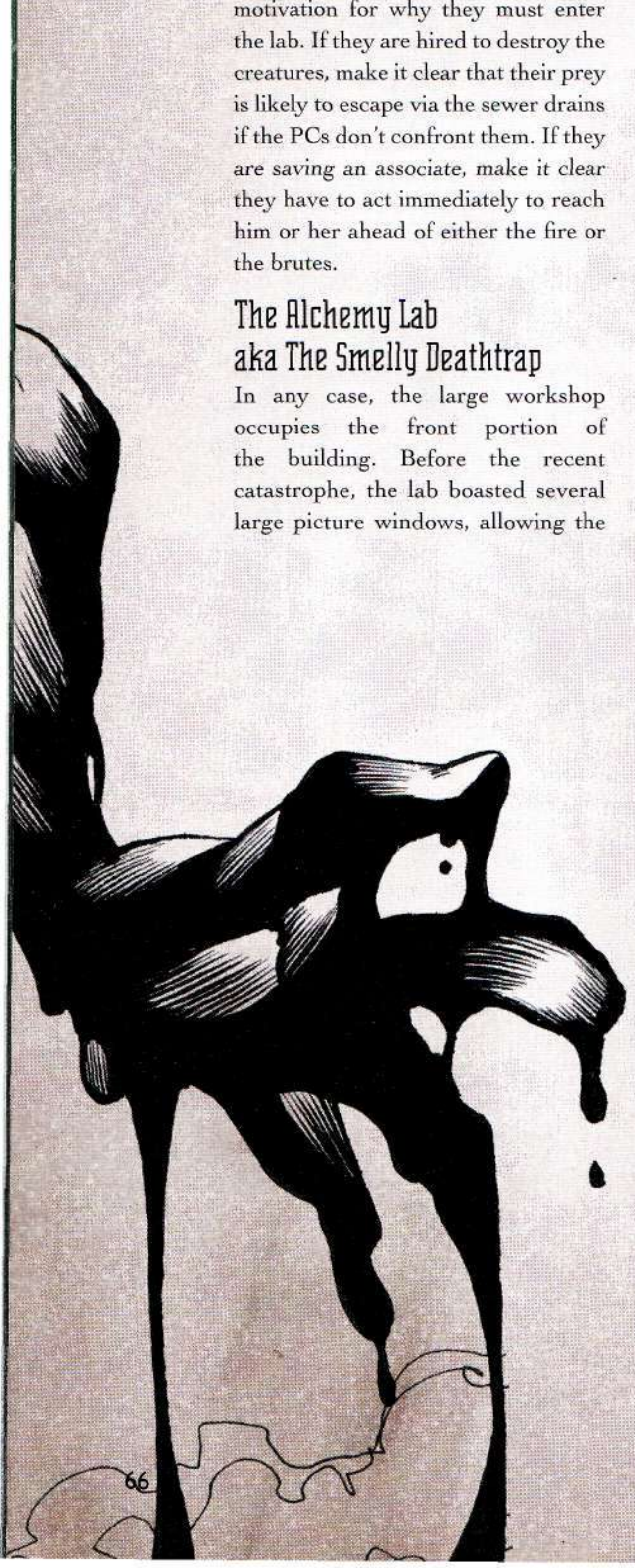
The PCs track the creatures down just as they assault one of Engine East's alchemic suppliers.

No matter which background you use, the sludge brutes knocked over a volatile mixture in the lab, causing a massive explosion that partially collapsed the building. The PCs arrive just as this happens.

It is important to give the PCs a clear motivation for why they must enter the lab. If they are hired to destroy the creatures, make it clear that their prey is likely to escape via the sewer drains if the PCs don't confront them. If they are saving an associate, make it clear they have to act immediately to reach him or her ahead of either the fire or the brutes.

The Alchemy Lab aka The Smelly Deathtrap

In any case, the large workshop occupies the front portion of the building. Before the recent catastrophe, the lab boasted several large picture windows, allowing the alchemists and assistants to look out the front of the building onto the street. The explosion blew out the windows and partially collapsed the wooden awning. The front wall has slumped, cracking and falling in places, making the easiest entrance to the lab through a single smashed but unblocked window rather than through the heavy and jammed front door. Other entrances may also be possible (such as the stairs leading upstairs shown on the northeast corner of the map) if you like.



Read Aloud

This is the building's main room. It was once a large workshop, but is now a disaster area. The workbenches and tables are flipped or smashed, their contents scattered or splashed all over the floor. Shards of glass lie an inch deep in places, and dark liquids stain the wooden floorboards. Circular charred areas mark where explosives must have gone off. Large cabinets, chairs, and stools lie about, most with pieces missing or skewed. The front of the room facing the street has completely collapsed. It looks like an enormous explosion took out the support pillars on the outside porch and brought down most of the wall.

Despite the destruction, plenty of intact alchemical items remain. It looks like the explosion occurred in the midst of a large series of experiments: beakers and test tubes, holding liquid of various colors and consistencies, stand about. Many of these beakers bubble and froth, some doing so with no obvious heat source. Smoke pouring from these choke the ceiling and mixes into a brownish haze that pervades the room. Odd hints of color tint the haze, and it smells of burnt syrup.

The remains of people lie among the laboratory experiments and detritus. Two, one human and one gobber, are in plain view, but that's unfortunate, considering their states. Much of their skin, flesh, and bone have dissolved, as if by acid, leaving shapes only vaguely recognizable as once having lived. These poor souls aren't the only displays of such dissolution: Almost everything in this room shows signs of being melted by a powerful acid. The furniture, the walls, and the floor all bear marks. On the floor, distinct footprints sink about half an inch into the planks. These footprints, some humanoid and some smaller and less recognizable, march all over the room.

Conditions

Lighting

The smoke and chemical fumes make the interior dim and shadowy in most places. The sludge brutes Blindsense lets them ignore any penalties for low light.

Floors

The rubble and glass on marked portions of the floors makes for difficult terrain: every square of movement counts as two, and running and charging are impossible. For this encounter, the sludge brutes do not suffer movement penalties for moving in the difficult terrain of the floor due to their Oozelike ability.

Move Silently checks take a –8 circumstance penalty in the lab, as characters find it difficult to avoid crunching glass and kicking bottles; conversely, the over-turned tables and fallen ceiling beams provide cover throughout the building. The GM should mark several places on the map where either Low Obstacles (like over-turned benches and tables) and normal cover is available. Cover provides +4 AC and +2 to Reflex saves from some attacks and effects.

Collapsed Areas and Tunnels

Some areas are nearly filled with collapsed portions of the building but have "tunnels" though. While navigating these narrow, half a square wide passages (perhaps to rescue someone trapped or recover an item) they suffer -4 to attack rolls and AC, and suffer all the normal rules for squeezing though narrow areas.

Because of their Shapeable ability, sludge brutes never suffer any penalties for squeezing, but do gain improved cover while in these areas. Furthermore, the sludge brutes may easily move though the "walls" of these areas by using their Shapeable ability. Lastly, sludge brutes may shape themselves as a free action to completely fill an area making it impossible to pass through even with a tumble roll.

Fumes

Hazy fumes of various spilled chemicals permeate the building, providing concealment to everyone in the building (20% miss chance on all attacks) until they disperse after 10 minutes. A strong wind, such as the *gust of wind* spell, removes all the fumes and haze in a single round.

The GM should designate three or four different 15x15 foot areas where particular fumes are densest. Living creatures who breathe fumes (and fail a Fortitude or Will save if applicable) will suffer an effect of the GM's choosing.

- The character suffers with all the effects of the *hideous laughter* spell for 1d4 rounds. Fortitude save (DC 15) to avoid.
- The character feels strangely fortified, gaining a +2 morale bonus on attack rolls, skill checks, ability checks, and saving throws for 1d4 rounds.
- The character sees black and bright spots, becoming *dazzled*. He suffers a –1 penalty on attack rolls, Search checks, and Spot checks for 1d4 rounds. Fortitude save (DC 20) to avoid.
- The character falls unconscious for 1 minute with all the effects of a *sleep* spell. Will save (DC 18) to avoid.

Alchemical Mayhem

Plenty of alchemical mixtures remain on desks throughout the room. The chaos of normal combat is enough to topple them from their precarious perches. Any number of effects could occur as they shatter, spill, and mix with each other or with substances already on the ground.

The GM should designate up to 6 squares that have intact potions and alchemical pools. A sludge brute entering such a square consumes the potion or pool and gains 3d8 temporary hit points through Alchemical Consumption. A character may spot a pile containing an intact potion with a Spot check (DC 15).

Random Potion

(at minimum caster level)

1d6	Potion
1	*Spider climb*
2	*Enlarge person*
3	*Displacement*
4	*Bull's strength*
5	*Cat's grace*
6	*Haste*

At the end of every round of combat in this room, roll on the Combat Side Effects table to see what effects the mixing chemicals and crashing test tubes create. You can also roll on the table during especially violent attacks or egregious misses (for example, when a character cast a spell that affects an area, or rolls a 1 when firing an arrow).

Fire Clock

Unless the characters take great pains to extinguish the numerous fires, they will eventually spread and consume the entire structure. Use the threat of the building burning down to add time pressure to the encounter if needed, especially if the PCs insist on leaving and reentering the building several times.

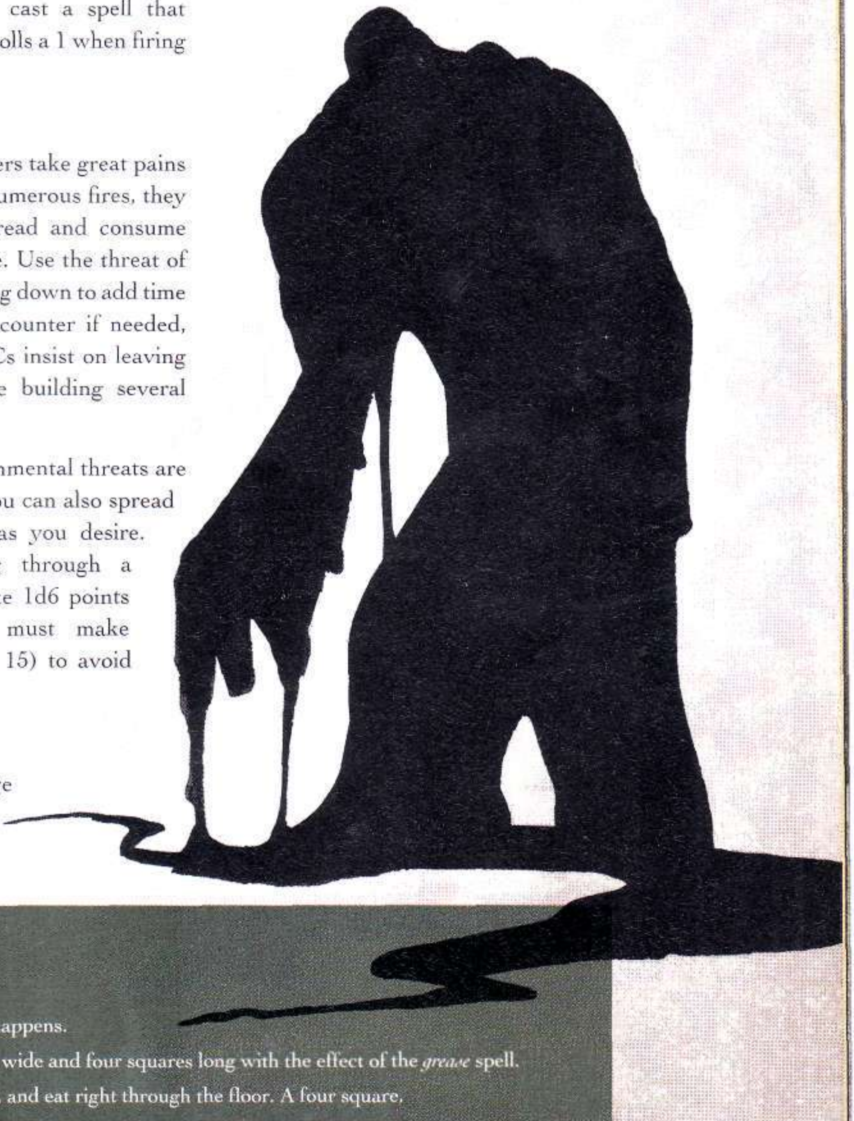
If the other environmental threats are just not enough, you can also spread fire into squares as you desire. Creatures moving through a flaming square take 1d6 points of damage and must make Reflex saves (DC 15) to avoid catching on fire.

The Big Bad

One of the sludge brutes here consumed the laboratory workers, while the other could only feast upon the lab's unlucky pet dog. The creatures have not been here long enough to cause the entire structure to disintegrate, and they look hungrily upon any new prey that enters.

The small sludge brute looks like a dog-shaped blob of goo. The large sludge brute is definitely humanoid; it even has rudimentary facial features. Because of the volatile chemicals that went into its makeup, the large sludge brute has vulnerability to cold rather than fire.

A Spot or Listen check (opposed by the creatures' Hide and Move Silently checks) allows a PC to avoid surprise.



Combat Side Effects

1d6	Result
1-2	Beakers or bottles smash on the ground, but nothing more happens.
3	A series of beakers spill to create a greasy smear one square wide and four squares long with the effect of the *grease* spell.
4	Somewhere a jar of acid falls and smashes to smoke, bubble, and eat right through the floor. A four square, ten-foot deep hole forms.
5	Reagents mix and an explosion rocks the lab. Everyone in the lab must make a balance check (DC 15) or be knocked prone.
6	A chemical combusts, creating a fire in a single square of your choosing on the map.

Sludge Brutes

Sludge Brute: hp 42. See p. 144 of *Monsternomicon, Vol. II* for statistics.

Advanced Sludge Brute: CR 6; Large aberration; HD 9d8+72, hp 112; Init +0; Spd 20 ft.; AC 12, touch 9, flat-footed 12; Base Atk +6; Grp +19; Atk +15 melee (2d6+9 plus 1d8 acid and alchemical touch, slam); Full Atk +15 melee (2d6+9 plus 1d8 acid and alchemical touch, 2 slams); Space/Reach 10 ft./10 ft.; SA acid, alchemical touch (DC 22), improved grab, SQ damage reduction 5/bludgeoning, oozelike, scent alchemy, spell resistance 17, vulnerability to cold; AL N; SV Fort +14, Ref +2, Will +7; Str 28, Dex 10, Con 26 Int 2, Wis 12, Cha 10

Skills and Feats: Escape Artist +20, Hide +7, Move Silently +8; Improved Natural Attack (slam), Stealthy, Weapon Focus (slam).

Tactics

The small sludge brute attacks first, as it is particularly ravenous. The larger sludge brute waits, slumped innocuously in a corner (total Hide bonus + 11) consuming a body, waiting to see how its smaller companion fares. Even after the PCs defeat the small sludge brute, the larger one does not attack immediately. It waits until a character comes within range of its movement before lashing out.

If the PCs attack the large sludge brute (with spells or ranged weapons, for example), it attacks immediately.

The sludge brutes do not pursue prey out of the building. After consuming all the potions and bodies in the building, they will retreat down the drains into the sewers of the city.

Sweet Loot

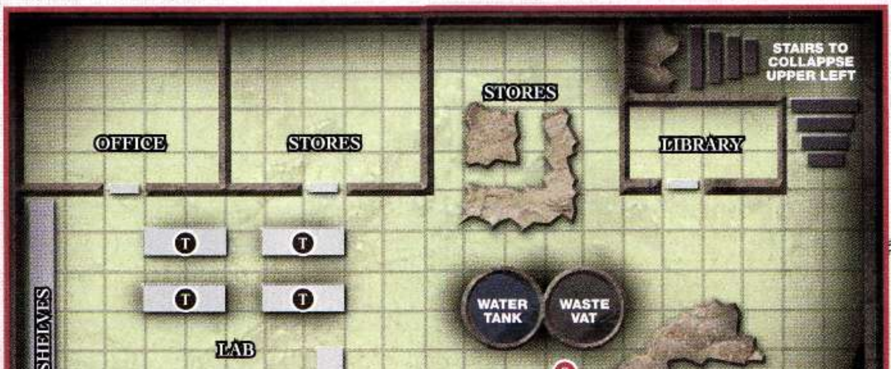
The initial explosion may have ruined or destroyed most of the building's contents but there are still treasures to be found. Several potions are intact in the lab, but the sludge brutes threaten to consume them.

- The advanced sludge brute has a golden signet ring (worth 600 gp) stuck inside it, strangely untouched by its corrosive nature.
- A thorough Search check (DC 20) in one of the debris areas reveals a dead gobber assistant lying atop an intact mechanical *wand of crush construct* (see *IKCG* p. 362).
- A pair of leather Alchemist's Beards (Iron Kingdoms gas masks) are on the shelves. Donning an Alchemist's Beard takes a full round action but provides a +10 equipment bonus to saves against the fumes or other gas attacks. Characters wearing an Alchemists's Beard cannot cast spells with a verbal component. Each is worth 125 gp.
- PCs that rescue any lab workers or alchemist have gained their respect and gratitude. Characters might call in a favor or get reduced rates on alchemical equipment in the future.

Further Adventures

The events in this encounter can lead to other encounters or more detailed adventures. Some possibilities are:

- **A Magical Mystery:** Clues at the various scenes of the brute attacks might indicate a Khadoran saboteur or maybe a Khadoran assassin was involved in the creation of the brutes. The golden signet ring indicates he is targeting Golden Crucible members.
- **Day in the Life:** In the aftermath of clearing the burned building a new entry into the underworld is discovered. This section looks both ancient and unused.
- **The Benefits of Science:** The golden signet ring leads the PCs the identity of the employer of the gobber spies, leaving Gamack to contemplate some industrial espionage of his own.



50 Uses for a Bodger.

From members of the Privateer Press forums • Art by Brian Snoddy

Wrenches, hammers, rivet guns, and blowtorches—these are tools and weapons of the Bodger, an incredibly versatile and entertaining base class described in the *Iron Kingdoms Character Guide*. Here are some of the over one hundred suggestions (realistic or not) members of our RPG forum came up with on how to get the most mileage out of your Bodger character. Like any "bodge job", use these suggestions at your own risk! When you roll up your next character, throw a wrench into your GM's plans by playing a Bodger.

Use your Bodger to...

1.) "Unlock" a door with a blowtorch.

2.) Rivet said door shut when he discovers mechanithralls on the other side.

3.) Run into a room of bizarre machinery in the hopes of finding something to save your keister.

4.) Bodge bits together to make a working disruptor cannon from a rune plate, a belt buckle, 6 two-inch screws, a lead pipe, 10.27 feet of copper wire, a spent accumulator, a bit of the gunk from between your toes, and a turkey baster.

5.) Tell his buddy to, "Just point this end at the thralls and pull this lever here." Hide around the corner. Make a Listen check to hear the earth shattering KABOOM.

6.) Show off his bodging skills by throwing an 8-pound hammer at a broken, 4-ounce clock in order to fix it. Successfully make your skill check. Gloat.

7.) Hop on to the back of an enemy steamjack. Tinker with the 'jack to clog up its exhaust system. Hop off quickly as said steamjack's furnace bursts and sends it crashing into a bunch of bad guys.

8.) Use parts from his broken nail gun to make nifty "nail grenades".

9.) Team up with the snooty Arcane Mechanik in your party, wait until his mechanikal familiar breaks down, and scrap it for parts. Chuckle as "Mr. High-and-Mighty" sulks because you are using his favorite pet's eyes as fancy flashlights and its head as a helmet.

10.) Suck the air in through his teeth and mutter, "Well, can't get the parts till a week Thursday, and it'll cost ya," anytime anyone asks him to do something.

11.) Find the joy in creating fully automatic harpoon launchers.

12.) Combine a Mule 'jack, a wagon, and some barrels to make an all-terrain transportation device.

13.) Make a four-legged, four-armed super heavy 'jack out of a Lancer and a Charger.

14.) Craft a "potion helmet". Essentially, a helmet with spots for several potions, each connected to a tube that leads to a single drinking spout, switchable with a dial-valve. Eliminates attacks of opportunity for drinking a potion (or beer) in combat.

15.) Make snowshoes for a warjack. Invade Khador.

16.) Rivet a soldier's armor closed, right before his burlier party member bull rushes him into the harbor.

17.) Rivet a hatch closed, leaving the mechanika-hungry thrullg stuck on the other side. Then slap his party member's "empty" accumulator into an arcantrik torch and weld the freshly riveted hatch shut, making sure the mechanika-hungry thrullg stays on the other side.

18.) Rivet a foe's foot to the floor.

19.) Toss a hammer at the dormant machinery he just passed while fleeing through a factory/workshop/temple of Cyriss/junkyard/mysterious dormant machinery warehouse, causing it to spring to action and crush/slash/impale/broil/defenestrate his pursuers.

20.) Slap together a still to liven up those long train or steamboat rides. Cheers!

21.) Eavesdrop on rival treasure hunters discussing their next score with his brand-new, collapsing, extending, corner-bending, sound-amplifying ear horn.

22.) Bypass the dungeon's mechanikal traps with his party, leaving his rivals to think that they're the first to plunder the site. By the time they've slogged through the entire ruin to a fruitless conclusion, the Bodger's cut will be long gone to *uiske* and cigars.

23.) Build a steam-powered bicycle. Sell it to gobber mercenary companies. Wackiness ensues!

24.) Clear a jammed rifle at range...using a thrown hammer.

25.) Spring-load the evil wizard's spellbooks to close every 9 1/2 minutes. (Try memorizing now!)

26.) Be taken seriously while hauling a 2' wrench and a rivet gun on the battlefield.

27.) Sabotage that huge explosive device so it won't work when the Menites try to set it off. Then, toss a hammer at the device as they try to repair it.

28.) Three words: loosened ankle bolts.

29.) Make five smaller warjacks that come together and form a gestalt giant warjack.

30.) Invent steam-powered lockpicks.

31.) Make high-tension spring powered jumping boots.

32.) Make a "Santa Sled" with mechanikal reindeer. (For bonus points, make it fly somehow.)

33.) Make steam powered "Jaws of Life" to rescue ironheads from wrecked steam armor.

34.) Build a (steam-powered or clockwork) outboard motor for the raft your party built to escape the swamp bogrin.

35.) Make inflatable outrigger pontoons for warjacks. Invade Cryx.

36.) Invent the lawnmower. Attach the lawnmower to an Ironclad's arm and rename it the "Menitemower."

37.) Invent a very large parachute so warjacks can go base jumping.

38.) Connect a bunch of accumulators together to make an environmentally friendly, battery-powered warjack.

39.) When doing maintenance on a laborjack, graft an oven and a coffee machine to the boiler to "make it more user-friendly".

40.) Make a "Bodger's Belt" full of spare gears, cogs, retractable winch, pliers, tin snips, and grease gun. Wear it with a costume and fight crime by night.

41.) Invent an ionic water-repelling device based on storm chambers to keep moisture and rust away from his gear.

42.) Make a smoke shroud that pipes the black smoke from steamboat stacks into the water (water filters smoke) for stealth purposes.

43.) Grab some storm chambers, elemental rods, and six gobbers on a hamster wheel to make a Tesla Beam Cannon.

44.) Scratch-build a device to fling a net full of troll whelps into the enemy camp, making the IK's first documented WMD. If you got the cajones, do the same with full-grown trolls.

45.) Prove that any gun can be improved by adding more barrels. For instance, bodge together a multi-multi-multi-barrel Cygnar chain gun.

46.) Invent fire retardant foam. Invade the Protectorate.

47.) Make a backpack that provides counter-thrust whenever firing a large firearm. Sell it to gobbers who like big guns.

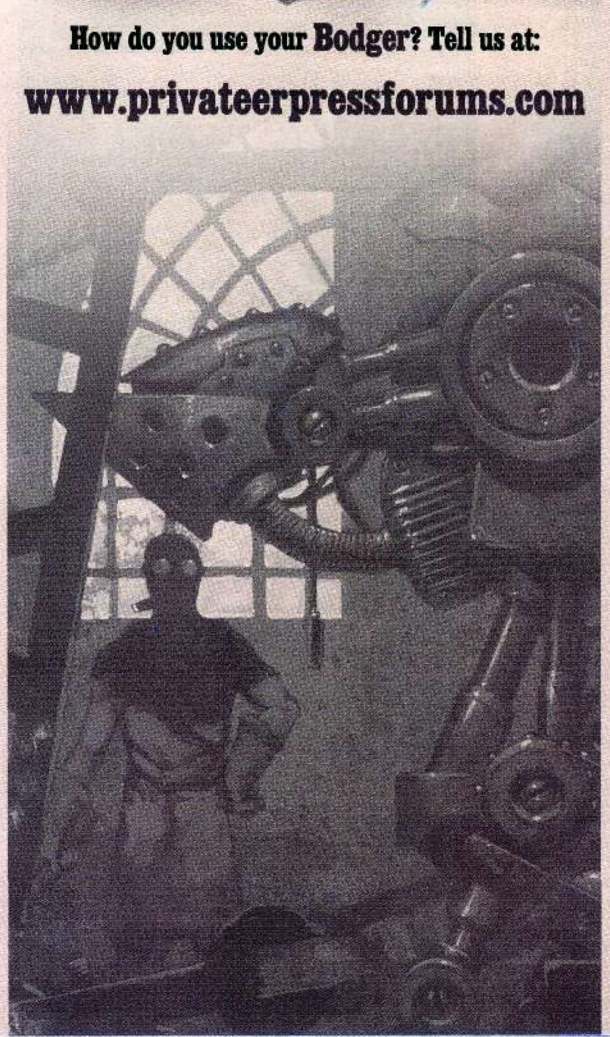
48.) Make the Gun Mage happy by forging the world's first Magelock Field Cannon. Get bonked by the GM for suggesting that it is technically possible to build a Magelock warjack.

49.) Take levels in ranger so that you can dual-wield a pair of wrenches. Pick Necrotech Constructs as your favored enemy. Demolish those mechanithralls.

50.) Invent the mere 42-pound "Swiss Bodger's Knife" complete with arc welder, spanners, corkscrew, and toothpick.

How do you use your Bodger? Tell us at:

www.privateerpressforums.com



ADVANCE DEPLOYMENT

What's in Store for the 2008 Call to Arms Leagues

By **The Privateer Press Staff** · Art by **John Gravato**

In 2008 the earth will shake as thousands of players of WARMACHINE and HORDES do battle during the Call to Arms Leagues hosted at retail stores world-wide. These leagues provide a great way for you to challenge yourself, show off your hobby skills, and have serious fun. In this article we'll explore what's new for Call To Arms league in 2008.

New to Leagues and Call to Arms?

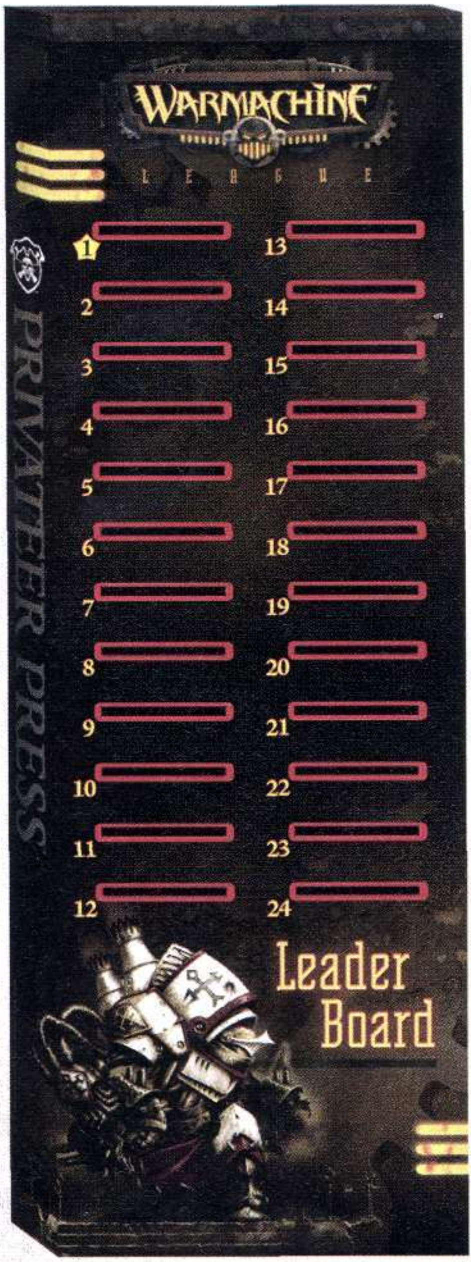
League play is a table top miniatures tradition and (to paraphrase Page 5 of *Prime Remix*) we didn't set out to reinvent the wheel—we just armor-plated it, covered it with spikes, and smashed it through your expectations. In actuality, we've put a lot of work into providing a league experience like no other. After your feedback on the 2007 leagues, it's about to get even better. More on that later.

Here's how leagues work in a nutshell. Players gain points by playing games over a period of weeks. League games can be played at 500-, 750-, 1,000- 1,500-, or even 2,000-point levels. Players score extra points for playing in larger point games due to the greater time commitment these games require. The League Organizer tracks these points, and a player's League Point Total determines his placement on the league's Leader Board. At the end of the league, the player at the top, or #1 spot, is declared the winner of the league. The overall result is a good time for everyone involved.

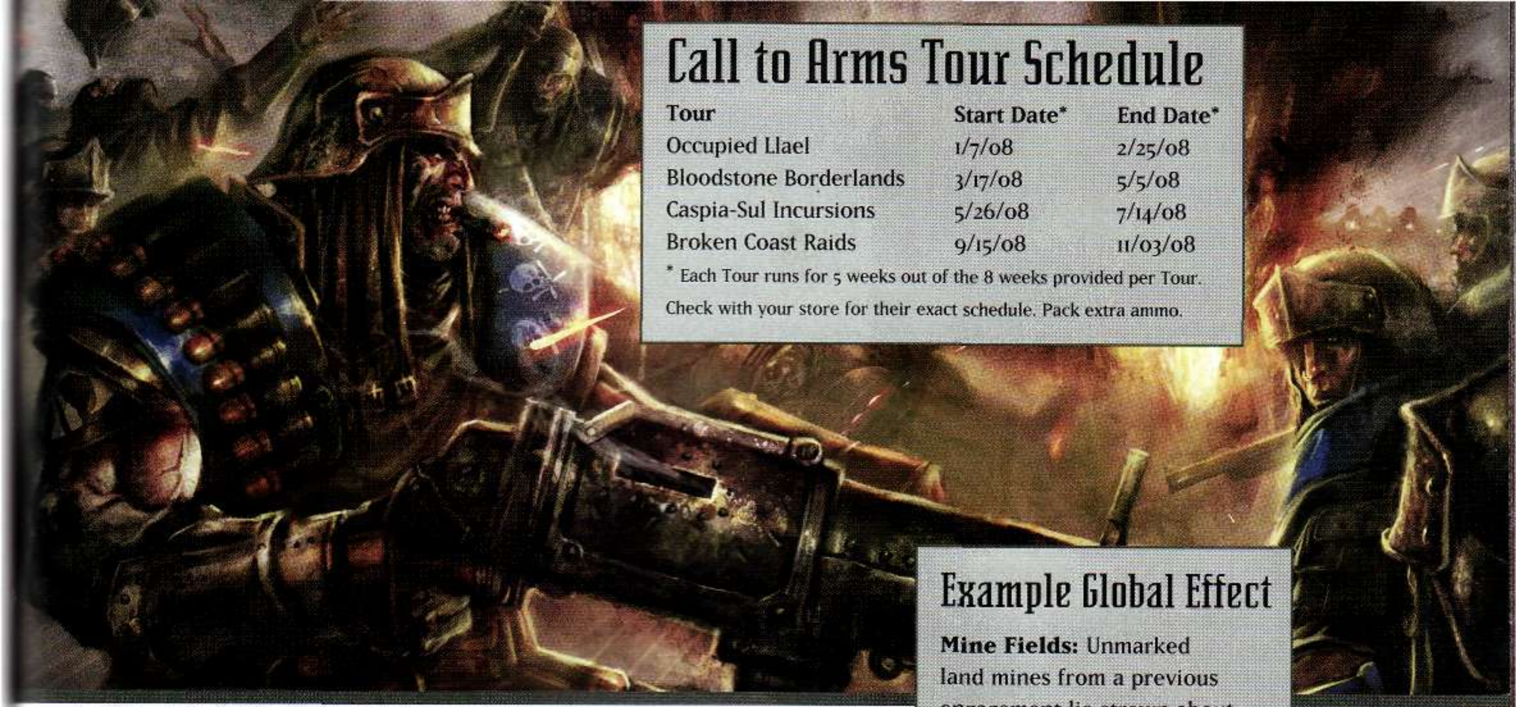
In Call to Arms, we spice things up with new scenarios, game effects, and special rules that change from week to week. This ensures no two battles are ever the same. Some rules like Bounties give you chances to win extra points, regardless if you win or lose.

Every week of league play is accompanied by an online Weekly Dispatch. This dispatch provides all the new scenarios, maps, and effects for the games played that week. The dispatch is available at the official Privateer Press Call to Arms League website:

privateerpress.com/dispatch



Participating retailers will have a Leader Board like this. Your mission is to fight your way to the #1 spot and have a great time doing it!



Call to Arms Tour Schedule

Tour	Start Date*	End Date*
Occupied Llael	1/7/08	2/25/08
Bloodstone Borderlands	3/17/08	5/5/08
Caspia-Sul Incursions	5/26/08	7/14/08
Broken Coast Raids	9/15/08	11/03/08

* Each Tour runs for 5 weeks out of the 8 weeks provided per Tour. Check with your store for their exact schedule. Pack extra ammo.

What's Different for 2008?

HORDES IS NOW SUPPORTED in Call to Arms League play, meaning you'll have a varity of fresh new challenges and opponents. 2008 still has **four Leagues,** but each is an individual **Tour** representing a specific conflict rather than a season. Instead of seasonal Weather Effects, each conflict area will have **Global Effects**, which, while similar in scope and function to the weekly Weather Effects, are particular to the area of the conflict. For you veterans, **Boasts** and **Teams** will not make an appearence in 2008, but **Bounties** will. In an effort to make the leagues even easier to schedule, **each Tour lasts five weeks** out of eight weeks of dispatches. This accommodates groups **starting at different times**. Furthermore, there will be a **two-week break** between the last dispatch of one Tour and the first dispatch of the next Tour, giving you **plenty of time** to play in tournaments, get some painting in, or visit us at a convention or two.

For the full details on the 2008 Call To Arms Leagues, keep an eye on:

http://leagues.privateerpress.com

Example Global Effect

Mine Fields: Unmarked land mines from a previous engagement lie strewn about this battlefield. Whenever a model ends its movement or is placed within any terrain feature considered rough terrain, roll a d6. On a result of 5 or 6 the model is thrown D6" in a direction determined by a deviation roll with the same effect as a throw attack and suffers a POW 13 damage roll. Do not make another deviation roll when determining a thrown model's point of impact. Determine the point of impact for the affected model before applying damage. If the thrown model contacts a model with an equal or smaller-sized base, that model suffers a POW 7 collateral damage roll and is knocked down.

New Awards

2008 brings four new awards with each award's design unique to a particular Tour. This means you only get one shot at winning each particular Tour's prizes. Of course, there will be great participation items just for joining a Tour. Don't miss your chance!

To the Victors Go These Spoils:

- **Warlord**—The player with the most league points wins this award.
- **Eliminator**—Award based on an objective related to targeting certain types of models
- **Relentless**—Award based on achieving an exemplary record that will change each tour
- **Strategist**—Award based on achievements directly related to the tour scenarios

Where to Start?

To find a league near you visit: **http://leagues.privateerpress.com**

If there isn't a league already in your area, contact your store and ask them to organize one. Tell them they can get full details on ordering the 2008 league kit at:

http://retail.privateerpress.com

CALL TO ARMS TERRAIN

Alphonso "The Traitor" Falco gives a step-by-step tutorial for building wheat fields and stone walls for use in this January's Call to Arms League

Making Fields

For this lesson, I'll be showing you how to make fields (wheat, in this case). Many of the techniques and materials described originated from the creation of the Gatormen Huts from No Quarter #13 (Terrain: Bogged Down). See? I told you that that broom material would come in handy for other projects!

NEW TERRAIN

Here are the rules for these two new types of terrain used in the '08 Call to Arms Leagues. See the following pages for ways to build this great-looking terrain—build them now so you'll be ready to roll when the first league Tour begins!

Field

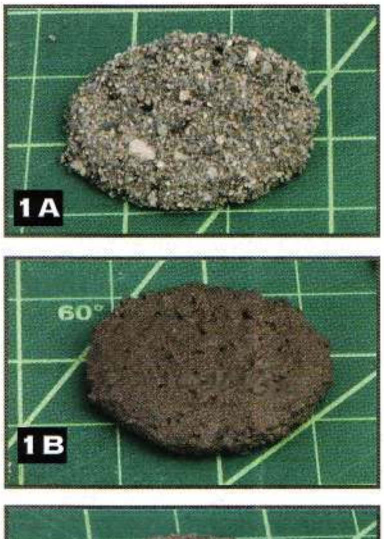
Fields are rough terrain for small models and medium based warrior models. Small-based models gain concealment while completely within a field.

Field Stone Wall

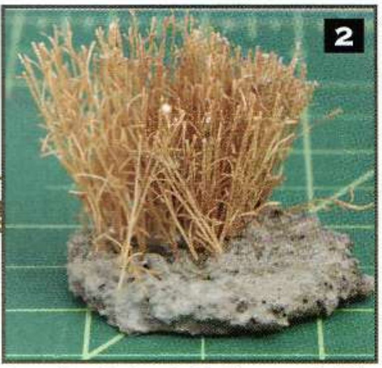
A field stone wall is a linear obstacle that can be slammed by heavy warjacks and heavy warbeasts. When a field stone wall is slammed, turn the slamming model so that it contacts the fieldstone wall and its front arc is parallel to the wall. All models within 2" of the slamming model's front arc suffer a POW 8 damage roll. After the slam, the 2" wide section of the wall in front of the slamming model becomes rough terrain and no longer provides cover.

What You'll Need

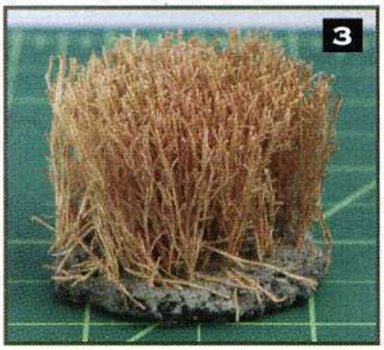
- Small "rustic" broom. You can find these at craft stores, typically under $1.50
- Scissors
- Small bases
- PVA glue
- Sand
- Flat black spray paint
- Formula P3 Battlefield Brown
- Formula P3 Menoth White Base



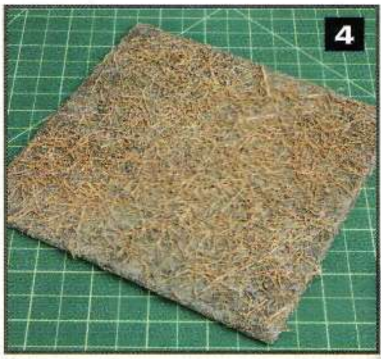
Step 1. A.) Coat the bases with flat black spay paint just to give the PVA glue something to hold on to. Glue the sand to the base—don't worry about the hole; we can fill that in later if needed. B.) After the glue dries, paint the base the earth color you chose (Battlefield Brown in this example). C.) Highlight the base with Menoth White Base.



Step 2.) Pinch about half a base worth of the broom and cut it to around 3/4". Next, take the cut end and dip it in the PVA glue. Make sure you get plenty of glue on the stalks. Glue the stalks on one side of the base and set it aside. Don't worry about any of the stalks falling down for now. Adjust as needed, then set them aside until the glue sets.



Step 3.) Repeat the whole process again on the second half of the base. Remember to keep the stalks about the same size while you are gluing everything down. You can fix any height problems with your scissors later.



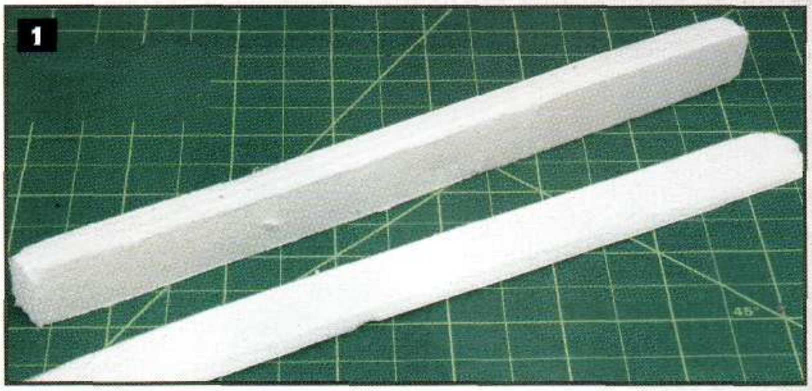
Step 4.) To make a base for the wheat field cover some foam core with sand, and then paint and highlight it as in Step 1. Then, take small cuttings of the broom and, using PVA glue, apply it to the wheat field base to give the look of trampled stalks.

Making Field Stone Walls

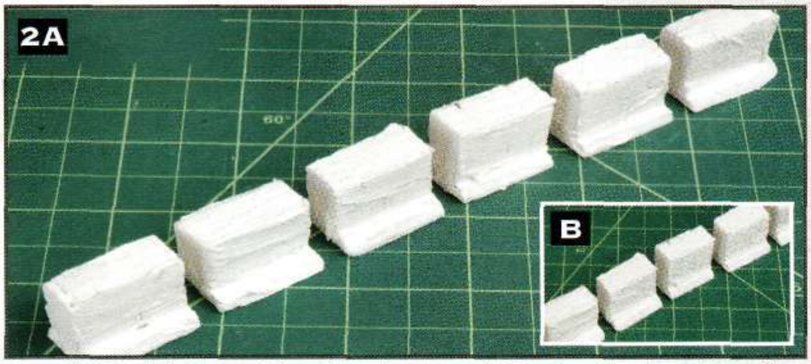
Here is a quick and easy way to make wall terrain that can suffer damage and degrade. For this project, you will need foam core, spackle, PVA glue, sifted dirt, and whatever color paint you need to match your gaming table. For the purposes of this article, we will use the "standard" of Greatcoat Grey and Menoth White Base mixed with a little Bloodtracker Brown.

What You'll Need

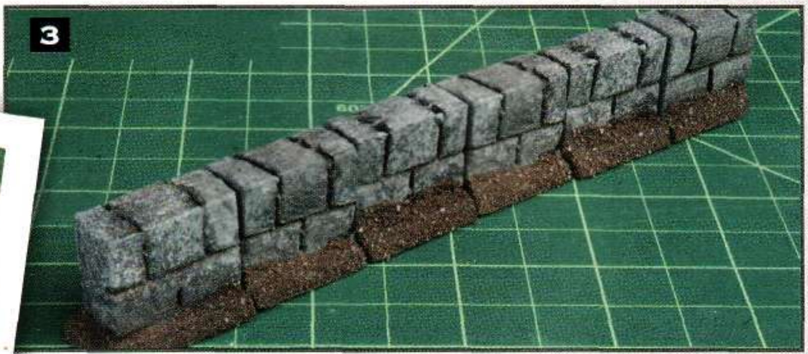
- Foam core (6" x 3/4" per section of wall)
- PVA Glue
- Spackle
- Sifted dirt
- Formula P3 Greatcoat Grey
- Formula P3 Bloodtracker Brown
- Formula P3 Menoth White Base



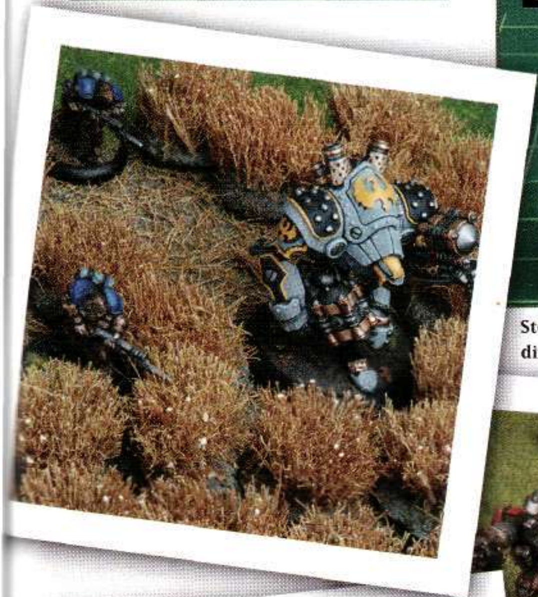
Step 1.) Glue together two strips of foam core, a good size is 6" long by 3/4" wide, to double the thickness. When dry, glue to the base. The base should be the same dimensions, but bevel the edges down to make them smooth.



Step 2. A.) Cut both the base and the wall into 1" sections. B.) Cover the wall sections with spackle.



Step 3.) Sand down and engrave the brick lines into the wall. Paint and add the sifted dirt. Now you're ready to blow 'em up or smash right through!



HORDES CHALLENGE:
Acceptable Loses

Not every battle hinges on unqualified success. Sometimes failure, oddly enough, can help one succeed. Failure to outright destroy a model may allow for a useful Chain Attack. A good scatter roll with an AOE may yield more casualties than a direct hit. In this HORDES brainteaser, we'll see if you can succeed through failure. See if you can win in a few different ways. Use average die rolls (2d6=7, 3d6=10) to calculate the best course of action, or press your luck and roll it out.

*By **David "DC" Carl***

What You'll Need:

Circle

Circle:
Kaya · Gorax · Argus
6 Tharn Bloodtrackers · Totem Hunter

Skorne

Makeda · Titan Cannoneer
6 Cataphract Cetrati · Ancestral Guardian

The Challenge:

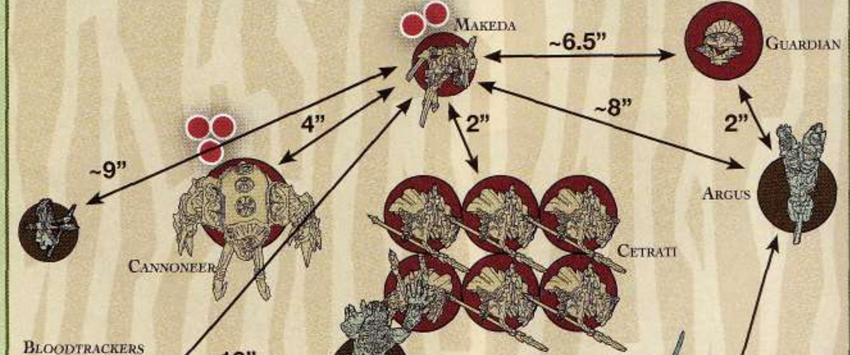
Take down the Archdomina in spite of her formidable defenses.

The Cataphract Cetrati with both Shield Wall and Defender's Ward, a healthy Ancestral Guardian, healthy Titan Cannoneer, and the Diminish animus on Makeda may make the task seem impossible, but she's not quite as safe as she might assume. Remember, you may find it necessary to fail in order to succeed.

Setup:

Archdomina Makeda used Walking Death last round, meaning much of your hard work against the Cataphract Cetrati has been in vain. The primus (middle model in the back row) has just 3 damage remaining while the other 5 Cetrati have 1 damage circle each. The Cetrati stand a little over an inch in front of Makeda in Shield Wall with Defender's Ward on them. An undamaged Titan Cannoneer just ran up the field to a position 4" in front of Makeda to her right; it was riled as well, giving it a total of 3 fury points. An undamaged Ancestral Guardian holds the left flank a little over 6" from Makeda. In addition to the Defender's Ward spell on the Cetrati, Makeda used the Diminish animus to further safeguard her from assassination attempts. She currently has 9 damage boxes remaining.

Things look pretty grim for Kaya and the tattered remnants of her army. Kaya stands behind a linear obstacle with the battle before her. A Totem Hunter with just 2 damage remaining stands about 5" in front of Kaya in melee with one Cetrati. Her Gorax has significant damage, but no Aspects missing (a total of 7 damage circles remain on its life spiral); it, too, engages a single Cetrati about 8" to Kaya's front left. Her Argus has 2 damage circles – one in Body; one in Spirit, and it stands a little under a foot away on her right flank. Finally, a unit of 6 Tharn Bloodtrackers cover the left flank, between 9" and 13" from Makeda. Their prey is the Cetrati unit.



Our Solution:

Due to damage transference, only a large number of Ambuscade attacks from the Bloodtrackers will have a good chance of destroying Makeda. The Diminish animus makes a standard charge impractical, and non-Ambuscade throws will barely scratch the Archdomina's armor.

Move the Totem Hunter forward without leaving the Cetrati's front arc and drawing a free strike. Then use Vault to move the Totem Hunter into position between Makeda and the Argus—*approximately* 3" from the Ancestral Guardian—with his back to the Argus. The buckler will be out of range, but the kelkax will likely scratch Makeda for a couple points of damage.

Next, activate the Gorax. Advance into melee with the Cannoneer, again making sure not to provoke a free strike. Activate Primal for the MAT bonus, and make a head-butt power attack to drive the Titan to the ground (boosting the hit roll to maximize the chances of success). Kaya advances, heals a Body circle on the Argus, casts Primal on the Argus, and Spirit Door to bring the Gorax back to her position and clear line of sight for the Bloodtrackers.

Between back strike and Primal, the Argus now has an excellent chance to slam the Totem Hunter into Makeda and knock her down. Note that the Argus can move 3" for the slam without leaving the Ancestral Guardian's melee range since it has Reach. Finally, the Tharn Bloodtrackers can Ambuscade Makeda. The knocked down Titan Cannoneer no longer blocks line of sight, and Makeda's DEF is now much easier to hit. Average rolls will kill the Archdomina with damage to spare.

CAPTAIN BARTOLO MONTADOR, AKA BROADSIDES BART

MERCENARY PRIVATEER WARCASTER CHARACTER

> *I like my women like I like my cannons, big, loud, and full of fire!*
>
> —BARTOLO MONTADOR

Focus 6					Cmd 8
SPD	STR	MAT	RAT	DEF	ARM
6	7	7	5	15	16

Ace			
RNG	ROF	AOE	POW
SP	1	—	12

Red Tide		
SPECIAL	POW	P+S
Quenched	7	14

Damage	17
Field Allowance	C
Victory Points	5
Point Cost	71
Base Size	Small

FEAT: TYPHOON

Captain Bartolo Montador has sent his ship through the worst storms the Meredius has to offer, heading straight into the grinding waves. He has learned to draw on those experiences while in battle and uses his power to summon unrelenting tempests. He engulfs his enemies in a typhoon of howling wind and sheets of blinding rain, within which no man can keep his feet for long.

Enemy models that end their normal movement in Bart's control area are immediately knocked down. While in Bart's control area, enemy models suffer –3 to attack rolls. Typhoon lasts for one round.

MERCENARY

Broadsides Bart will work for any faction.

BART

OVERTAKE - When Bart destroys an enemy warrior model with a melee attack, after resolving all other effects resulting from the destruction of the model, Bart may immediately move up to 1".

ROUSE - When Bart hits an enemy model with a charge attack, warjacks in his battlegroup currently in his control area gain +2 to attack rolls and can charge without spending a focus point this turn.

TOUGH - When Bart suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, Bart is knocked down instead of being destroyed. If Bart is not destroyed, he is reduced to one wound.

VICTORY HOWL - When Bart destroys an enemy model with a melee attack, enemy models/units within 6" of him must pass a command check or flee. Victory Howl may be used once per turn.

RED TIDE

BLOOD-QUENCHED - Bart gains a cumulative +1 STR and ARM for each living enemy model he destroys with a melee attack during his activation. This bonus lasts for one round.

SPELL	COST	RNG	AOE	POW	UP	OFF
Batten Down the Hatches	3	Self	CTRL	-		
Models in Bart's battlegroup currently in his control area cannot be knocked down and gain +3 ARM but suffer –2 SPD and DEF. Affected models can only move or be moved during their activations. This spell lasts for one round.						
Broadside	3	Self	CTRL	-		
Models in Bart's battlegroup currently in his control area may immediately make one normal ranged attack. Attacks gained from Broadside do not count against a weapon's ROF. This spell can be cast once per turn.						
Crow	2	6	-	-	X	
Target friendly model/unit gains Loud and Terror. While in melee with a model with Loud, enemy models cannot give or receive orders. Enemy models/units in melee range of a model with Terror and enemy models/units with a model with Terror in their melee range must pass a command check or flee.						
Deadweight	2	8	-	12		X
When a living or undead model is destroyed by Deadweight, Bart's controller chooses an enemy model within 2" of the destroyed model. The model chosen must forfeit its movement or action and cannot run during its next activation.						
Hot Shot	2	6	-	-	X	
Target model in Bart's battlegroup gains boosted ranged attack damage rolls. Double the number of damage points a structure takes from a ranged attack made by the affected model.						
Powder Keg	4	10	5	14		X
On a critical hit, models hit lose their initial attacks and cannot perform special attacks for one round.						

Few captains walk the delicate line between pirate and privateer with as much style as Bartolo 'Broadsides Bart' Montador. He gladly loads the dice in his favor and cheats to ensure victory. This warcaster advocates a doctrine of superior firepower, having built his reputation sailing one of the largest and most heavily armed ships on the western seas. To compensate for the ponderous movement of this floating arsenal, Broadsides Bart has acquired smaller and swifter vessels as escorts. He takes his fleet to the seas and hires his services out for battles on land, all in the unashamed pursuit of wealth.

Montador takes pride in being a "legitimate" privateer, holding a letter of marque signed by King Baird Cathor II of Ord. Montador has used his status to hunt more notorious and incautious pirates, carefully selecting targets to bolster his reputation at favored ports, which gives local authorities the leeway to overlook his criminal exploits. Montador has a half-dozen "Dirge Flags" by which he masquerades as any of several wanted pirates, although the distinct profile of his hulking vessel betrays his true identity. He has demonstrated the moral flexibility to play both sides of a conflict, including offering his services to the very same Cryxians that the Ordic throne has sworn to destroy. Broadsides Bart does not consider himself a traitor or lacking in patriotism, but rather a pragmatic man with expensive tastes and a lifestyle requiring a steady influx of booty.

Using Bartolo Montador

Montador's spells make his battlegroup very efficient, so feel free to include as many powerful warjacks as you can squeeze into the army; you can feasibly play Montador with nothing but 'jacks and a few solos to load his Mariners. Montador's tremendous Broadside spell, which allows warjacks in his battlegroup to fire more than once in a given round, makes both Mariners and Mules a favorite for him. Drop a Buccaneer's Net on targets first to lower their DEF for a punishing follow-up from your guns. Broadside fire happens outside activation and so 'jacks cannot spend focus or benefit from aiming on these shots. This rarely matters, however, as even a miss will likely send an AOE into the enemy ranks. This is particularly effective when an affected warjack benefits from Montador's Hot Shot upkeep spell, which boosts all ranged damage rolls (including blast damage).

Montador can use Batten Down the Hatches to protect his battlegroup as his army advances, but make sure you activate the 'jacks and move Montador before casting the spell so the reduction in speed has no impact. Montador rewards aggressive play so do not hesitate to charge him into battle when the time comes. His Rouse ability gives his warjacks an impressive follow-through. Between Blood-Quenched and Overtake Montador can annihilation enemy warriors in melee, and whatever he leaves alive will soon face Mariners enjoying free charges and MAT 7 Thresher attacks that can slaughter entire swathes of the enemy force.

TACTICAL TIP

BROADSIDE: THIS DOES NOT ALLOW THE MARINER TO FIRE IF IT DOES NOT HAVE A FRIENDLY MODEL IN BASE-TO-BASE CONTACT WITH IT.

POWDER KEG: AFFECTED MODELS MAY STILL SPEND FOCUS OR FURY POINTS OR BE FORCED TO MAKE ADDITIONAL ATTACKS.

Montador can also pull some dastardly tricks in addition to this tremendously fun blunt mayhem. Judicious use of Crow can prevent key enemy units from receiving orders or prompt them to run off the table entirely. Dead Weight can neutralize a major threat before Montador makes his charge, effectively neutering that model's ability to counterattack if his models stay out of melee range. While not a cheap spell, Powder Keg may be the most potent offensive spells in the Privateer arsenal, capable of blowing enemies to shreds while leaving the survivors incapable of making attacks in the aftermath. Whatever your preferred tactics, Montador will provide a welcome injection of solid, old-fashioned explosive violence.

...And a Bottle of Rum!

USING PRIVATEERS WITH FACTION ARMIES

With all the new choices for Privateer models, we know you're going to want to run out and field as many of these models as you can get your hot little hands on. While the book includes details on creating Privateer-centered armies with various mercenary contracts, we simply did not have space to all the possible combinations of Privateers and faction armies.

By ***The Privateer Press Staff***

Here are some ways to include Privateers into your faction's army list, letting their natural abilities and combos augment your force into a truly frightening killing machine. We've also included sample 1,000-point armies to get the most out of your Privateers. Some of the models described here will be available in December—so consider this yet another sneak peek into what is in store!

Although wonderfully dangerous on their own, including Privateers into your favorite faction opens up untold synergies, combos, and strategies never seen before.

CYGNAR

Cygnar's combination of ranged and melee power makes them among the most flexible of factions and one of the finest complements to a Privateer army. Many Cygnaran spells and abilities enhance Privateer strengths and improve Cygnar's already impressive firepower with both subtle bonuses or outright, overwhelming damage.

- **The +3 DEF from Blur aids every Privateer model, but is especially useful on melee models like Hawk or the new Sea Dog pugilist solo Bloody Bradigan. Blur takes Bradigan's DEF to 13, letting him get in close to tear down warjacks.**
- **Snipe gives Sea Dogs up to RNG 16 (18 on Mr. Walls himself, 20 on the Riflemen). When advanced deployed with Mr. Walls, and using Money Shot from Rockbottom, up to 14 Sea Dogs can shoot at least 6" into the enemy deployment zone on turn one at effectively RAT 6, POW 12.**
- **Deadeye stacks with Money Shot, granting an effective 6+3d6 on ranged attacks for Sea Dogs, Mr. Walls, and the new Deck Gun weapons crew.**
- **Place Sea Dog Deck Guns in overlapping Fox Hole and Higher Ground templates from Siege for a combined DEF 19 and LOS to just about everything. Add a third Deck Gun and the new Master Gunner Privateer for a true Tower of Power.**
- **Epic Stryker and Sea Dog Crew with Mr. Walls can break enemy units. Walls' No Quarter ability gives the Sea Dogs Terror, forcing command checks from units they charge, which the enemy is more likely to fail due to the -2 CMD from Storm Wracked.**
- **At 1,000 points with Fiona the Black and Epic Stryker, cast Storm Wracked on enemy units before attacking them with models under the effects of Fiona's Nonokrion Brand spell to force still more command checks at -2 CMD.**
- **The new Privateer mechanik solo Dirty Meg can marshal a Mariner or two and send them into the woods with Rangers. The Rangers can load the 'jacks, make them DEF 16 with Camouflage from the Cloak ability, let them move around freely with Trail Blazer, and use the 'jacks' Lash ability to keep from being knocked down.**
- **Aim Siege's Shockwave spell at a Mariner to move the 'jack into higher DEF or closely packed infantry. On average, the spell will not damage the warjack, and the Mariner's DEF 12 and large base make it much easier to hit than the high-DEF infantry. The Shockwave spreads POW 10 damage rolls through the enemy, then the Mariner activates to Thresher or Trample whatever survived.**
- **At 1,000 points with Fiona, her spell Nonokrion Brand lets Cygnar warjacks and warriors shoot through intervening models, force command checks, and destroy incorporeal models.**

Fun with Knockdown

1,000 PT. CYGNAR/ PRIVATEER ARMY

Model/Unit............	Points
Commander Coleman Stryker..	64
Captain Bartolo Montador	71
Mariner x3	330
Lancer x2	152
Long Gunners (10)..................	104
+ Unit Attachment....................	29
Sea Dog Crew (6)	59
Sea Dog Deck Gun Crew x2......	46
Journeymen Warcaster x2	50
Aiyana & Holt...........................	43
Dirty Meg.................................	23
Eiryss, Mage Hunter of Ios	29
Total:	**1,000**

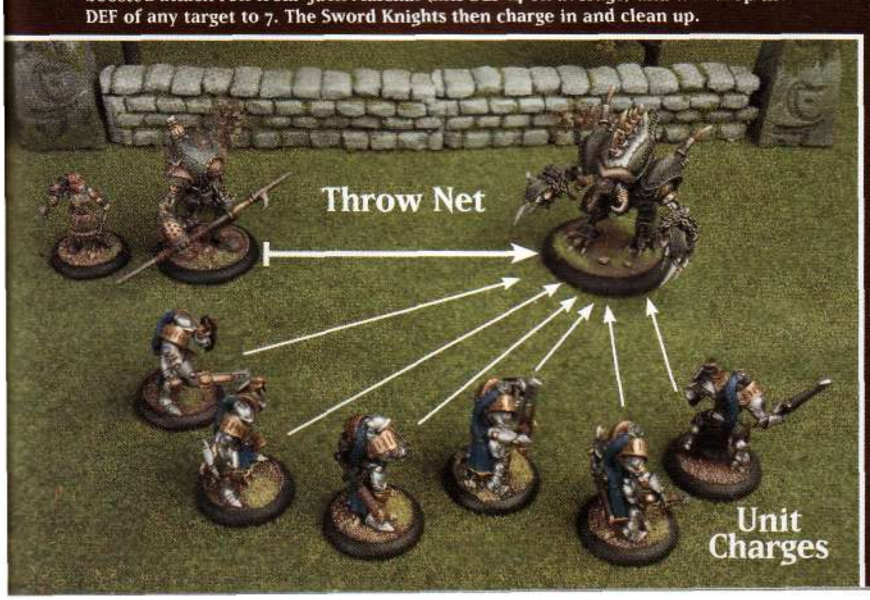
ALLOCATION:

Stryker controls the Lancers. Montador controls all the Mariners.

PLAN:

Keep the heavies close under Arcane Shield and Batten Down the Hatches. Use the Sea Dogs to load the Mariners and screen the warcasters, and use Meg to make running repairs. Spend the first two turns moving the Deck Guns into position. Aiyana and Holt are a tremendously flexible pair, the former boasting several powerful spells and the later serving as a deadly pistoleer. They can to shut down spells and feats, pick off unit leaders or key solos, or use a spell to provide an additional damage die against hard targets. When you're ready, send the Lancers forward and throw out two Earthquakes. Between the Mariners firing twice with Bart's Broadside spell, the Long Gunners making combined ranged attacks, and the Deck Guns you should take out plenty of troopers and most hard targets. Rinse and repeat as needed.

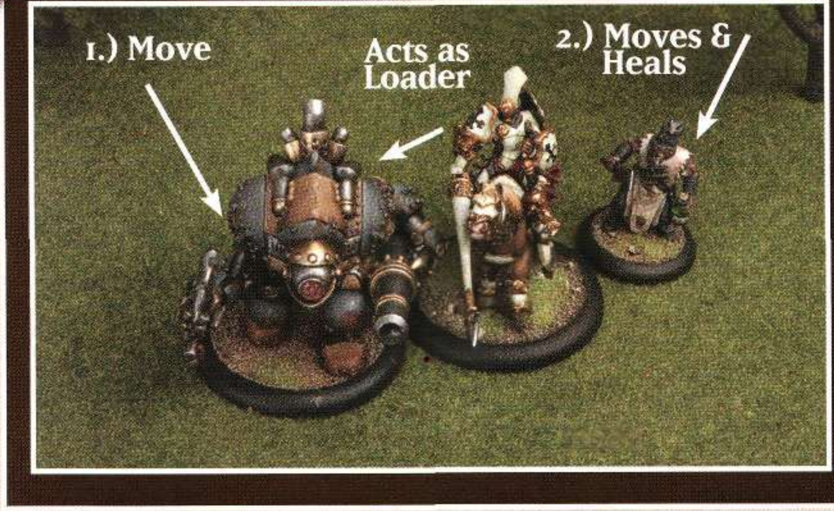
Use Dirty Meg to 'jack marshal a Buccaneer and run them near a unit of Sword Knights. While they cannot gain Flank from the 'jack, the Buccaneer's Net gets a boosted attack roll from 'Jack Marshal (hits DEF 14 on average) and will drop the DEF of any target to 7. The Sword Knights then charge in and clean up.



PROTECTORATE OF MENOTH

An Old Trick Made Better

Doc can not only use Amateur Surgeon to heal the Harbinger without fear of knocking her down, but he can pull the same trick on other models with a little help from Meg and a Mariner. First, move the Mariner into base-to-base contact with the model you want to heal. The model acts as the loader so the 'jack can shoot. Now have Doc come up and heal the model. The Mariner's Lash ability will keep the healed model on its feat.



1,000 PT. MENOTH/ PRIVATEER ARMY

Model/Unit...........	Points
High Exemplar Kreoss..............	64
Captain Bartolo Montador	71
Revenger..................................	76
Mariner x3	330
Idrian Skirmishers x2 (6)	140
2 x Holy Zealots (9)....................	55
+ Monolith Bearer......................	24
Sea Dog Crew...........................	95
+ Mr. Walls	22
Lord Rockbottom......................	21
Dirty Meg..................................	23
Total:	**1,000**

ALLOCATION:

Kreoss controls the Revenger. Montador controls all three Mariners.

PLAN:

Every model in this list, except the Revenger, has a ranged or magic attack, making this a fantastic drop-and-pop list. Use Bart's feat on the same turn as Kreoss' for two turns of knocked down bad guys. Both the Idrians and the Sea Dogs may advance deploy, allowing them to engage and tie down advancing units until the Zealots and warcasters can arrive with their big guns and damage spells. This army controls enemy movement through the Idrian's Intercept order and the Sea Dog's speed, and then decimates troops and solos with firebombs, ship guns, and spells.

While some Protectorate spells and abilities directly benefit Privateer models, the best approach to using pirates in Menoth's cause is to choose models and units with abilities that support the core Menite force. Most Protectorate models require some arcane support. Sea Dogs need only their solos to shine. Combined with their speed, this makes them an ideal compliment to traditionally slower Menite armies.

- Holy Vigil cast on Sea Dogs after they move makes them DEF 17, and certainly helps them get across the battlefield. Holy Vigil on a Sea Dog Deck Gun Crew, however, creates a DEF 17 artillery piece that can lay down fire with little fear of retribution. Stick them in woods first for DEF 19 and fire away.

- Protection of Menoth not only make Sea Dogs DEF 15, ARM 14, but it makes the new pugilist solo Bloody Bradigan DEF 15, ARM 15 and Hawk DEF 17, ARM 15, making it far more likely for these powerful combatants to survive concentrated ranged or melee attacks.

- Sea Dogs are superb flanking troops. Have Rockbottom give the unit Tough with Walk It Off from his Paymaster ability, keep Hawk nearby to make the Sea Dogs Fearless, and you have a wall that you enemy would have to spend a whole game to chew through. In the meantime, ram your Monolith Bearer and his friends down the other guy's throat.

- The new Privateer mechanik solo Dirty Meg can marshal a Buccaneer and use its Net to drop a target's DEF to 7. The Redeemer's POW 15 (base 12 +2 to hit and damage from the Choir, +1 from the Scrutator's Eye of Menoth spell) now hits that target on attack rolls of 4 while moving. If it picks up the aiming bonus, the warjack hits on any roll except snake eyes.

- The Harbinger's Purification spell removes all continuous effects, not just those originating from enemy models. So, if the Slow Burn effect from Grogspar's Harpoon doesn't go off when you want it to, simply cast Purification to put the enemy model out of its misery.

- Combine Feora's Ignite spell with Hawk's Object of Desire ability and Pay Day from Rockbottom's Pay Master to give a Sea Dog Crew unit three attacks, rolling 3d6 to hit, starting at effectively P+S 15 for the two Hand Weapon attacks (double STR from Object of Desire and +2 damage from Ignite) and critical fire.

KHADOR

Irusk's Superiority on a marshaled Freebooter is gross: SPD 7, MAT 7, DEF 14. At 1,000 points, Superiority on a warcaster-controlled Freebooter is disgusting as the SPD (with spending a focus point for the Jury Rigged ability's +2 SPD increase) goes to 9, letting the warjack run 18" or charge 12" (14" with Boundless Charge), get Chain Attack—Grab and Smash off on another 'jack or warbeast without boosting attack rolls (on average), head-butt the target for free, and then spend any remaining focus on hammerfisting it into oblivion.

Most Khador units rely on their own abilities rather than assistance from their warcasters to do their jobs, and as such Privateer models serving the Motherland must often do the same. While a few spells may see a great deal of use, for the most part, pirate models get some support from other elements of the Khador army, but will have to do much of the grunt work of battle on their own. Fortunately, they excel at this.

- **Despite the -1 DEF it inflicts, the Butcher's Fury (+3 to melee damage rolls) spell remains one of the most straightforward buffs for Sea Dogs and Privateer characters. Sea Dogs go from P+S 10 (base 8, +2 from Gang) to P+S 13, or 16 if using Hawk's Object of Desire instead of Gang. Hawk averages 26 points of damage on the charge. The spell affects warjacks as well, which can result in P+S 18 Thresher attacks.**
- **Iron Flesh drops the target model's SPD by 1 (thus preventing charges) in exchange for +3 DEF. While Privateers rightly value their speed, DEF 16 is never bad, and Blizzard or other clouds bring this to DEF 18 against ranged attacks. Moreover, the bonus persists in melee, and even MAT 8 models must roll above average to hit DEF 16.**
- **Lady Aiyana is a very powerful spellcaster, and her Kiss of Lyliss spell grants an additional damage die to all attacks against a target model. Combine this with the Butcher using Killing Blow (double the Butcher's STR) for one attack at P+S 24, plus Brutal Damage on Lola (additional damage die), and a charge (boosted damage roll) on his feat turn (additional damage die) to roll 6 damage dice against the target. On average, the attack inflicts around 45 damage points from one swing.**
- **At 1,000 points with Fiona the Black, her Nonokrion Brand spell let's Hawk ignore intervening models when drawing line of sight. Hawk's Acrobatics ability allows her to charge through models, and Boundless Charge gives her 12" to reach her target.**
- **Stack Irusk's Battle Lust (additional melee damage die) with Lord Rockbottom's Pay Day (additional die on melee attack rolls, 2" move after killing a model) with Hawk's Object of Desire (double Sea Dog STR, extra melee attack) and Walls' No Quarter (charge SPD +5, Fearless, Terror). The affected Sea Dog Crew charges 11", makes 2 melee attacks at P+S 13 and one ranged attack (in melee) at POW 10 rolling 3 dice for damage (4 on the charge, 5 against targets afflicted by Aiyana's Kiss of Lyliss spell), hits DEF 15 on average dice, and forces command checks.**
- **The Old Witch's Weald Secrets (grants Pathfinder and an additional +2 DEF from cover or concealment) lets Sea Dogs move easily through trees and makes them DEF 17 in the process. This keeps melee solos like the new pugilist Bloody Bradigan from being blocked by terrain. Cast on the Deck Gun weapon crews or Mariners, the spell gives these models DEF 17 and 16, respectively, as they shoot out of forests at everything they can see.**

Advance Deploy Madness

1,000 PT. KHADOR/ PRIVATEER ARMY

Model/Unit	Points
Kommander Sorscha	71
Fiona the Black	63
Spriggan	132
Widowmakers x2	106
Doom Reavers x2	200
Croe's Cutthroats (10)	112
Sea Dog Crew (6)	59
Ogrun Bokurs x3	117
Manhunters x2	44
Eiryss, Mage Hunter of Ios	29
Aiyana & Holt	43
Bloody Bradigan	24
Total:	**1,000**

ALLOCATION:

Sorscha controls the Spriggan. The Sea Dogs are Fiona's Cultists.

PLAN:

Out of 48 models in the army, only 12 (25%) cannot advance deploy. Use rapid strikes from Doom Reavers or Cutthroats combined with Bokurs to collapse one flank and tie up the rest of the opposing army. Between Fiona's and Sorscha's feats you should get in close and assassinate the enemy warcasters in relative safety.

CRYX

All Pirates, All the Time

1,000 PT. CRYX/ PRIVATEER ARMY

Model/Unit............	Points
Skarre, Queen of the Broken Coast	74
Fiona the Black	63
Deathripper x2	76
Skarlock	16
Revenant Crew (10)	121
Captain Rengrave	28
Satyxis Raiders x2 (10)	212
+ Sea Witch	21
Sea Dog Crew (10)	95
+ 3 Riflemen	33
+ Mr. Walls	22
Sea Dog Crew (7)	68
+ Riflemen (3)	33
Lord Rockbottom	21
First Mate Hawk	30
Pistol Wraith x2	66
Total:	**1,000**

ALLOCATION:

Skarre controls the bonejacks. The smaller Sea Dog Crew serves as Cultists.

PLAN:

Both Satyxis units and the Sea Dog Crew with Mr. Walls advance deploy. This first wave is followed by the Revenants with Rengrave, the warcasters, and Fiona's Cultists. Fiona's Nonokrion Brand spell lets the Sea Dogs, Revenants, or even the Satyxis Sea Witch shoot through models to plug unit leaders or other vulnerable models and force command checks. Skarre runs the bonejacks with the infantry units to arc Backlash, Black Spot, or Blood Rain, while Fiona puts her Telgesh Mark spell on one of the Pistol Wraiths, which allows Fiona to measure the range of her spells from that model. When incorporeal, this model can go anywhere, and with Nonokrion Brand on Fiona, she can see and cast spells through both armies, measuring from the wraith.

Not every Privateer model will work for the Nightmare Empire, but those that will offer some priceless skills difficult to come by in pure Cryx armies. Most Cryx spells focus on harming opponents first and boosting allies second, and pirates enjoy these benefits as well as any other models.

- **Asphyxious' Scything Touch and Hawk's Object of Desire let Sea Dog Crews hit twice at P+S 15 (remember, double the STR from Object of Desire, then add +2 STR from Scything Touch).**
- **Use Goreshade's The Claiming spell to combine a stolen Fury (+3 damage) with Dark Shroud (-2 to enemy ARM within 2" of affected model/unit) on models like Hawk or the new pugilist solo Bloody Bradigan to let them carve through targets. Stack it on Sea Dogs with Object of Desire from Hawk (double STR, extra attack) for two melee attack at effectively P+S 18.**
- **At 1,000 points, Terminus' Ravager means P+S 17 Thresher attacks from a Mariner or P+S 16 attacks rolling an extra die against knocked down models from a Freebooter. Spending focus gets you up to five swings (though only one Thresher) from the Mariner for an average of 24 damage each and seven attacks from the Freebooter (eight, counting the chain attack) for an average of 26 damage each against knocked down models.**
- **Put Terminus' Demoniac (make an attack against friendly or enemy model after destroying a model) on a unit of Sea Dogs with Pay Day (affected models may move up to 2" after destroying a model) to kill, move, kill again, and keep moving until they fail to destroy what they attack (including each other).**
- **At 1,000 points with Epic Skarre and Fiona the Black, use Fiona's Nonokrion Brand spell on Epic Skarre to let her draw line of sight through models and put Black Spot on a unit screened by expendable troops. The next turn, put Nonokrion Brand on a unit of Revenants to let them shoot through the enemy meat shield at the unit suffering from Black Spot.**

VL+33003

Take a look inside the files and dossiers of Gavyn Kyle, the Iron Kingdoms' premier spy. Gathered at great expense and risk, these dossiers give a behind-the-scenes look at the histories and motivations of some of the warcasters and warlocks of WARMACHINE and HORDES.

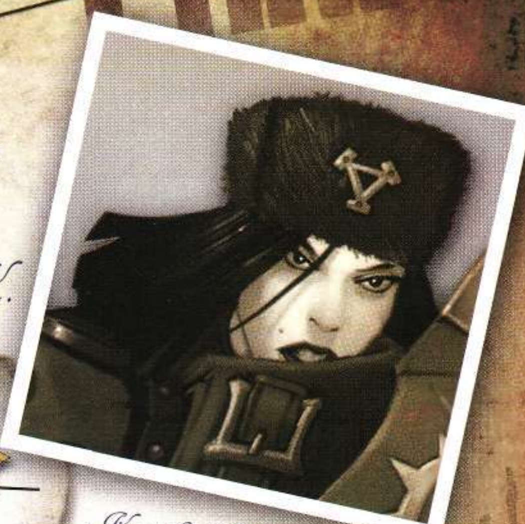
The Gavyn Kyle FILES

Transcribed by **Doug Seacat** · Art by **Matt Wilson** and **Chippy**

SORSCHA KRATIKOFF

The attached file was assembled at no small expense and risk. Be advised that the High Kommand knows an outside agency has been prying into one of their national military assets.

— G. K.



Khadoran High Kommand
Warcaster Military Service Record

Sorscha Kratikoff, Forward Kommander

Born: 574 AR, Klevberg village, north of Boarsgate, near the Gallowswood

Enters Military Service: 589 AR, Winter Guard (Age 15)

Winter Guard Promotions: Sergeant 591 AR; selected and trained for lieutenant commission at Korsk Druzhina 593; kapitan in 594 AR; kovnik in 596 AR, serving as aide to Kommander Torisevich (warcaster)

Warcaster Talent Recognized: Early 597 AR during border skirmish near Zerkova's Hill, prompted by the stresses of battle after the death of her superior officer

Warcaster Service: Trained as warcaster for one year under Great Price Vladimir Tzepesci, ruler of Korskovny; promoted to kommander 598 AR; promoted to forward kommander early 606 AR

Superior Officer: Kommandant Gurvaldt Irusk

Awards: 3x Shield of Khardovic (594 AR, 597 AR, 605 AR), the Anvil of Conquest (605 AR), the Star of the Motherland (606 AR)

The weapon Frostfang was commissioned in early 598 AR and fabricated by a team at the Rigevna Complex in Korsk utilizing the design of Master Mechanik Dahlrif Salvoro II. The caliber of this weapon is beyond those the High Kommand generally presents to new kommanders. The active element of this weapon is very similar in design to the mechanism found in the Juggernaut's ice axes, but Frostfang's smaller size required a radical modification of the weapon's arcanodynamic accumulator. The weapon relies on an ingenious arcane condenser customized by Salvoro and attuned to draw energy directly from Kratikoff's sorcery. Accordingly, the weapon's power diminishes in other hands.

Chancellor Birk Kinbrace; copied from the Strategic Academy Wartime Intelligence Archive, delivered to Scout General Bolden Rebald c. 605 A.R.

Kratikoff lied to enter the service early, two years after Orsus Zoktavir murdered her father at Boarsgate. Even cursory examination of service records makes it clear that her superiors have taken pains to separate these two. Accounts of her early service depict exceptionally fast advancement even before her warcaster talents emerged.

An alleged relationship between Sorscha Kratikoff and Great Prince Vladimir Tzepesci has clearly been complicated by external political factors. Vlad's noble standing opened him up to scrutiny. Scandal erupted in the years following Sorscha's promotion as rumors spread regarding Sorscha's low birth, the circumstances around her father's death, and aspersions against Vladimir's loyalties. This scandal had no impact on the loyalties of the soldiers under Kratikoff's command.

Excerpt from an After Action Report filed late 604 AR.

Engaged an unfamiliar Khadoran warcaster during supply delivery west of Laedry. Female, young, black hair, ranked kommander. Demonstrated formidable mastery of winter magic and assault tactics. Strongly advise gathering intelligence on this warcaster. Attached find tally of inventory lost with supply caravan destroyed while we were diverted.

Coleman Stryker

Kratikoff represents one piece in an ongoing effort by the High Kommand to encourage female enlistment in the Winter Guard. I believe Kommandant Gurvaldt Irusk or Great Prince Vladimir Tzepesci have engineered many of her alleged accomplishments while grooming her for command. I see no reason to suspect she will play a significant role in upcoming conflicts. It is not in the interest of the Reconnaissance Service to waste resources tracking her movements.

Ex-Cygnaran Royal Scout Hyde Maverly, from a 604 AR report to the Scout General. Maverly left the service after the Khadoran invasion of Llael.

A variety of reports prove that Cygnaran spies underestimated Sorscha Kratikoff's talents through 604 AR. Kommander Kratikoff's crushing victories against Llaelese, Cygnaran, and mercenary forces at Elsinberg and subsequent battles prompted a reassessment.

Her ability to manifest raw cold is her foremost arcane asset. She can manipulate weather as a defensive measure, using wind and snow to conceal her advance. Of graver concern is her ability to paralyze adversaries. Raw cold causes muscles to lock and metal joints and pistons to seize. I recommend reclassifying her as 'warcaster puissant'; she easily exceeds the stringent force-multiplier requirements. I strongly advise commanders to avoid confronting her with forces lacking warcaster support unless the numerical advantage exceeds 10:1.

Excerpt from "Analysis of Khadoran Warcaster Assets" by Commander Adept Sebastian Nemo, late 605 AR

There are odd gaps in Sorscha's service records after Cygnar's withdrawal from Llaelese territory. The first coincides with the unexplained disappearance of Vladimir Tzepesci after a pitched battle with Cryxians in the northern Thornwood. Certain assignments coincide with documented irregularities observed among Khador's Third Border Legion. I hypothesize the interference of Zevanna Agha. Movements shared by Kratikoff and Lieutenant Kommander Vojin Zavor support this theory, as Zavor and his men are often in the service of Zevanna Agha.

In addition to the heavily modified and bonded Juggernaut she has retained for six years, Forward Kommander Kratikoff has demonstrated a willingness to employ a variety of chassis. Her assault on Elsinberg showed an effective use of multiple Destroyers firing in a controlled sequence. The Empress honored Kratikoff after her performance in the siege of Merywyn with an Imperial Kodiak, which has since seen considerable service. More recently she has deployed Spriggans while accompanying cavalry forces of the 12th Iron Fang Uhlan Kompany. She clearly favors Juggernauts and Destroyers, a sign of a preference for proven military techniques.

Excerpt from a kommand officer review by Kommandant Gurvaldt Irusk, early 607 AR.

After her short reprieve, the High Kommand assigned Forward Kommander Kratikoff to patrol the eastern Llaelese region, battling both Llaelese Resistance as well as Protectorate forces recently arrived in the region.

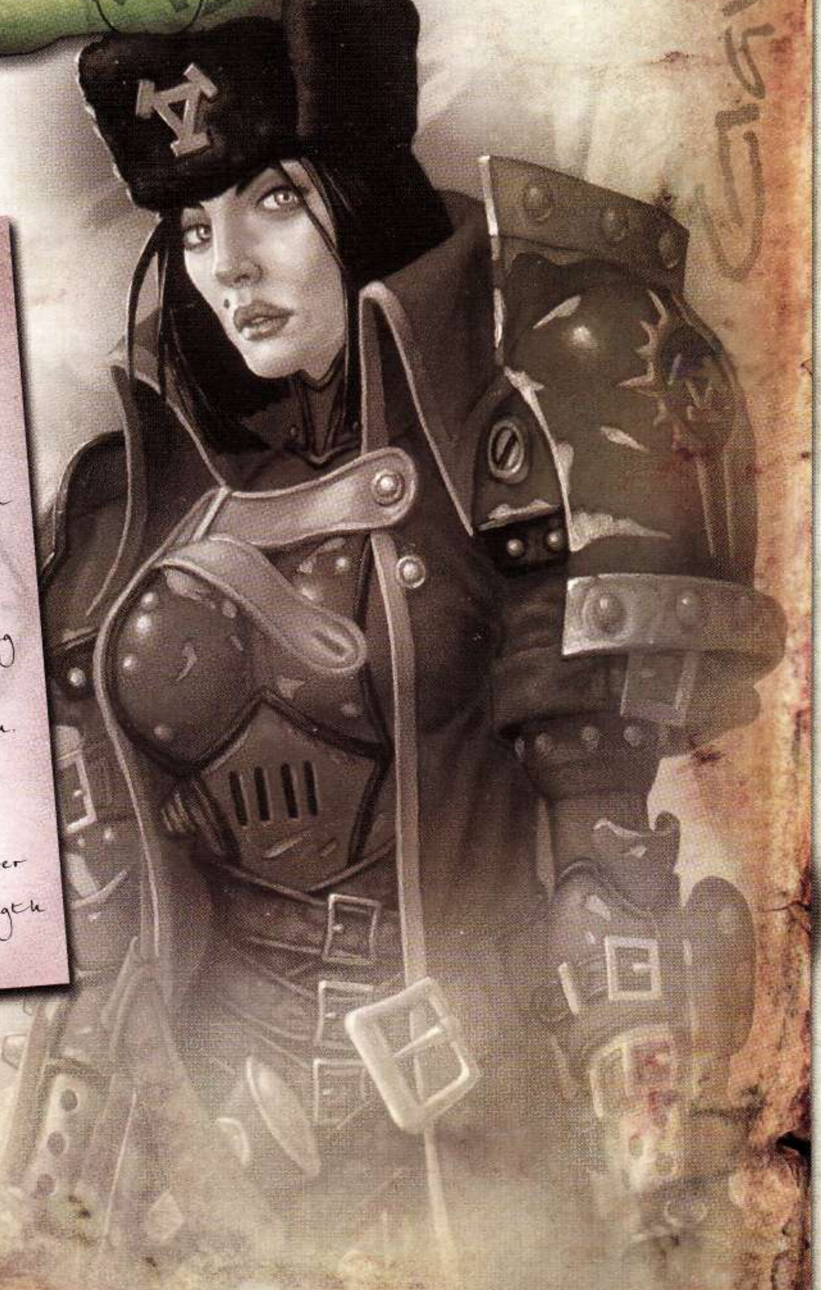
— G.K.

It is my regret and shame to report a tremendous defeat dealt to forces sent to bolster the Northern Crusade. A cavalry charge led by a female Khadoran warcaster intercepted our reinforcement column. While our brothers fought valiantly this unexpected strike at the middle of the column made a proper counterattack nearly impossible. Survivors claim the warcaster personally killed upwards of thirty seasoned knights."

Excerpt of Northern Crusade missive sent to Imer by Seneschal Ternal Laverin.

I know how to extract this thorn. Her weakness is her pride and temper. In battle after battle she leaves herself vulnerable while out flanking her adversaries to deliver death by her own hand. Hatred fuels her. She cannot kill what she truly hates and so she turns upon whatever enemy is before her. I sense fear in her, inspired by witnessing High Allegiant Amon Ad-Raza stand against Kommander Karchev at Garrodh. She has avoided a direct clash against our greatest warriors, afraid of our absolute faith. The source of her power is an empty void while we draw strength from the Creator. Leave her to me.

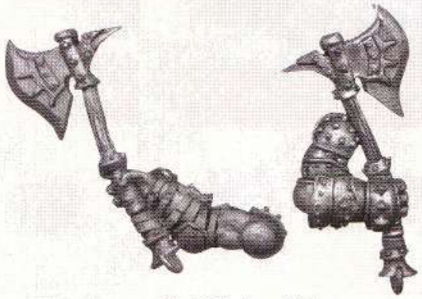
Intercepted message from Grand Scrutator Severius to Hierarch Garrick Voyle



PARTS BIN

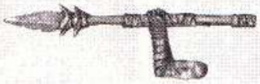
JUST A FEW PARTS IN OUR MASSIVE ONLINE CATALOG

WEAPONS

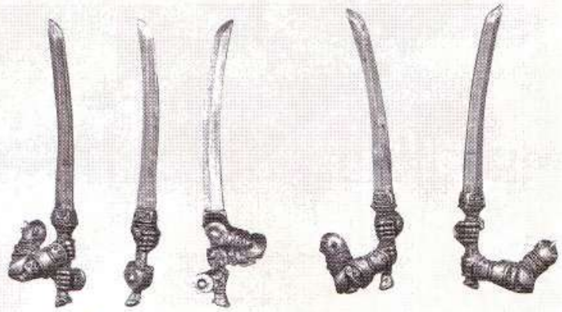


Trollkin Long Rider
Cavalry Axes

Kayazy Assassin
Sword

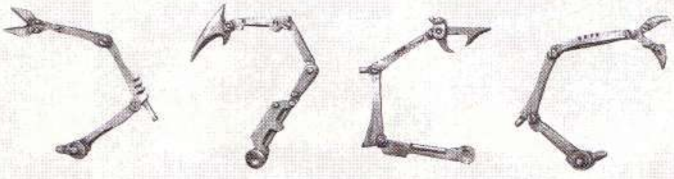


Tharn Wolf Rider
Javelin



Blighted Legionnaire
Swords

MISCELLANEOUS



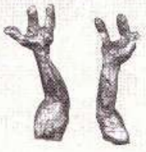
Cephalyx Mind Slaver
Prosthetic Blades

Tharn Wolf Rider Leader
Horn

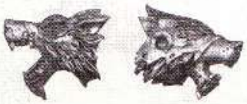
Tharn Wolf Rider
Shield

Agonizer
Chain

BODY PARTS



Agonizer
Arms

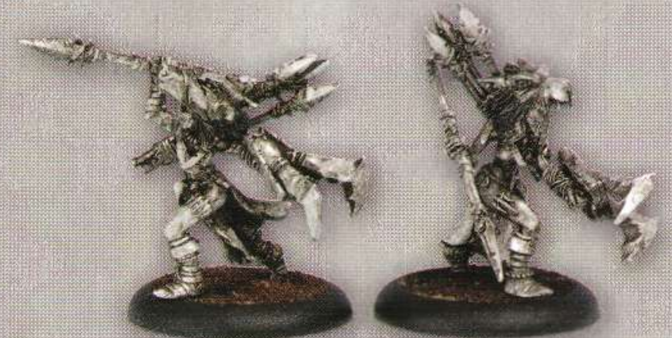


Tharn Wolf Rider
Duskwolf Heads

Trollkin Long Rider
Bison Heads

These **Tharn Bloodtrackers**
were modified by adding the following parts:

- Tharn Wolf Rider Shields
- Tharn Wolf Rider Duskwolf Heads
- Tharn Wolf Rider Leader Horns
- Tharn Wolf Rider Javelin



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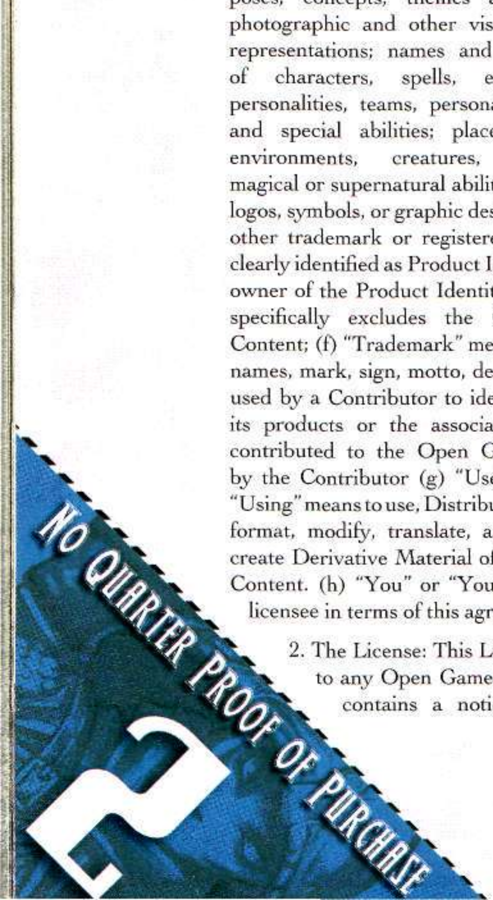
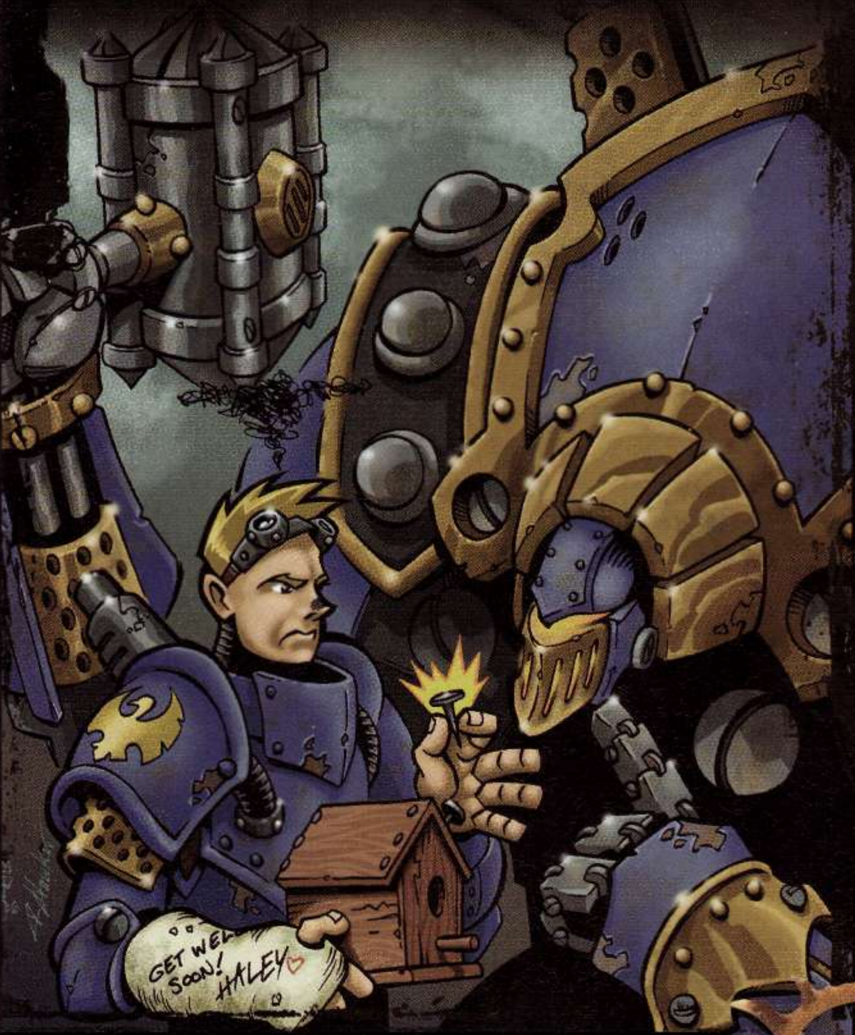

NO QUARTER PROOF OF PURCHASE
2

DRAWN AND QUARTERED

by **Chris Walton** and **Rob Hawkins**

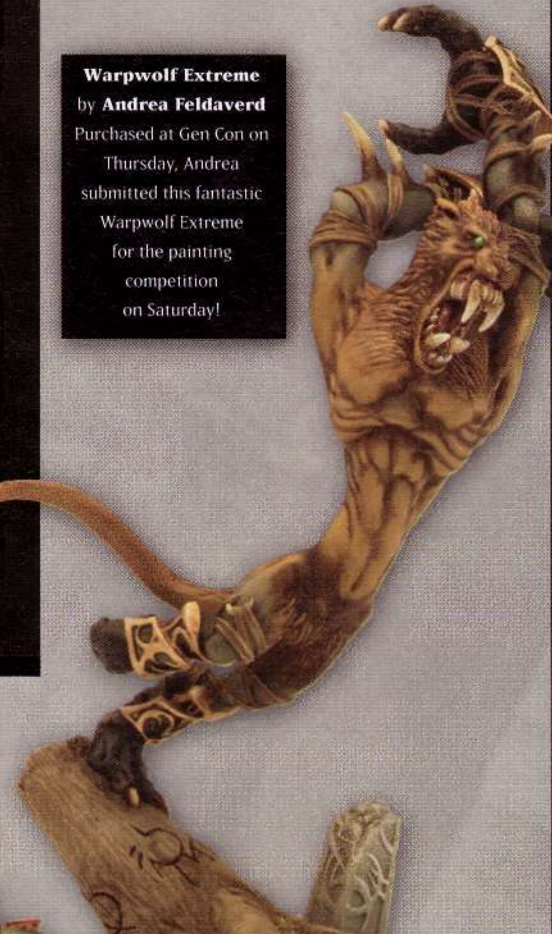


A **Journeyman Warcaster's** greatest fear: passing **"Carpentry With Your Warjack 101"**

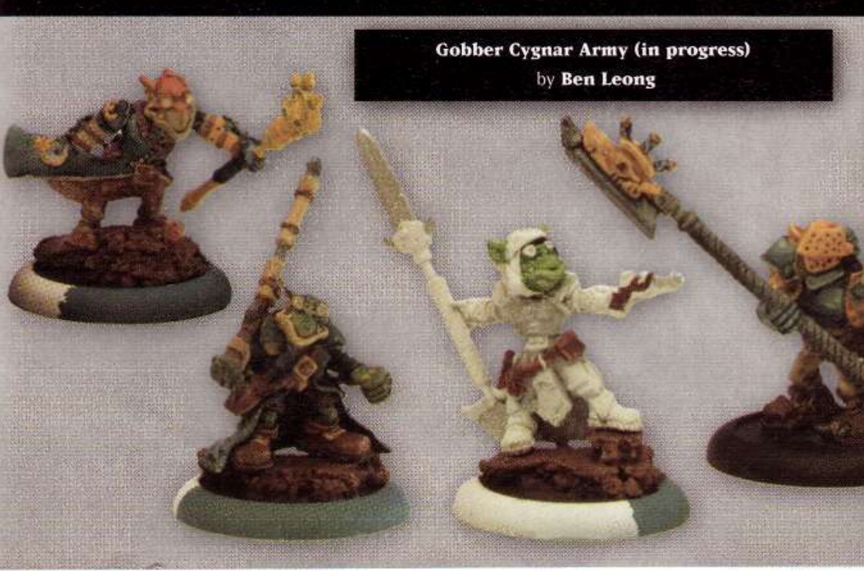
THE PLAYER GALLERY

Formula P3 Painting Contest More Honorable Mentions!

Here are a few more of the fantastic models entered into this year's Formula P3 Painting Contest (see page 14).



Warpwolf Extreme
by **Andrea Feldaverd**
Purchased at Gen Con on Thursday, Andrea submitted this fantastic Warpwolf Extreme for the painting competition on Saturday!

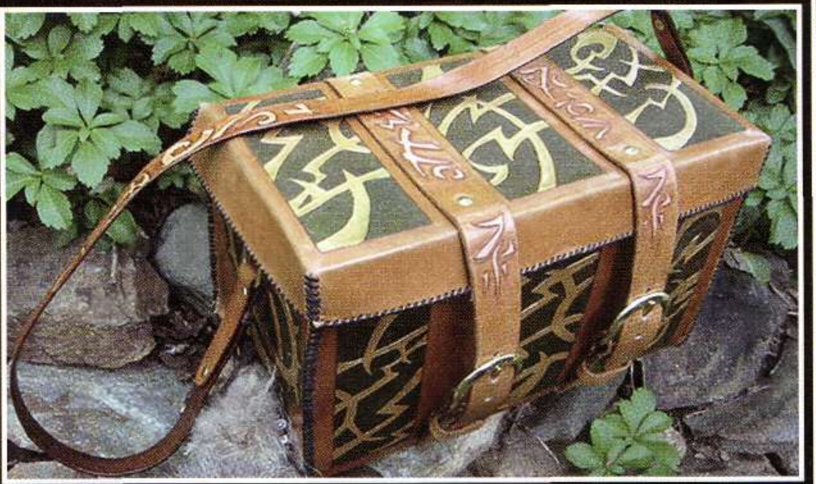


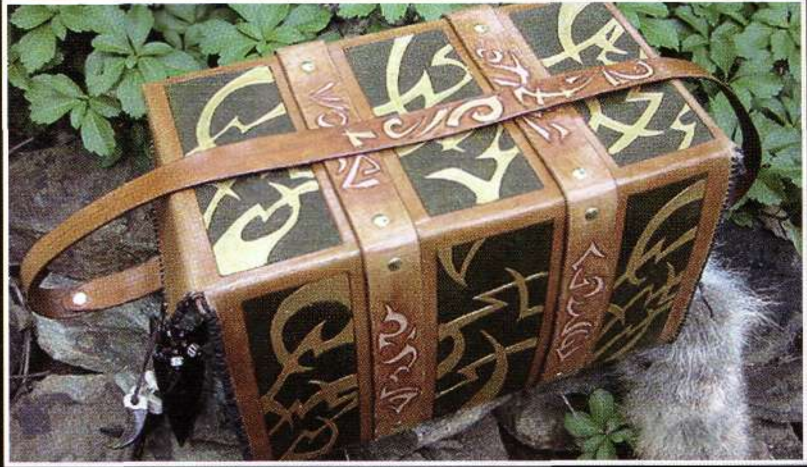
Gobber Cygnar Army (in progress)
by **Ben Leong**

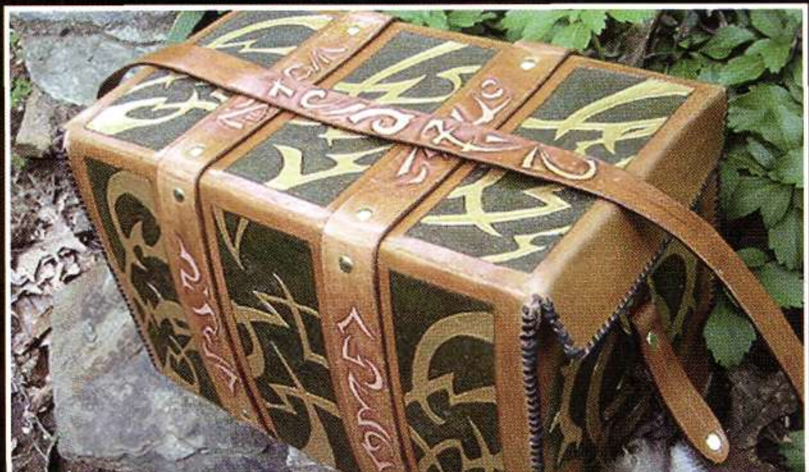
A Case Full of Fury

by Ian Williams

HORDES fan Ian Williams felt that his Circle Orboros army deserved a bit more than getting carted around in a cardboard box. This amazing, handmade leather miniatures case lets him carry his army in style.





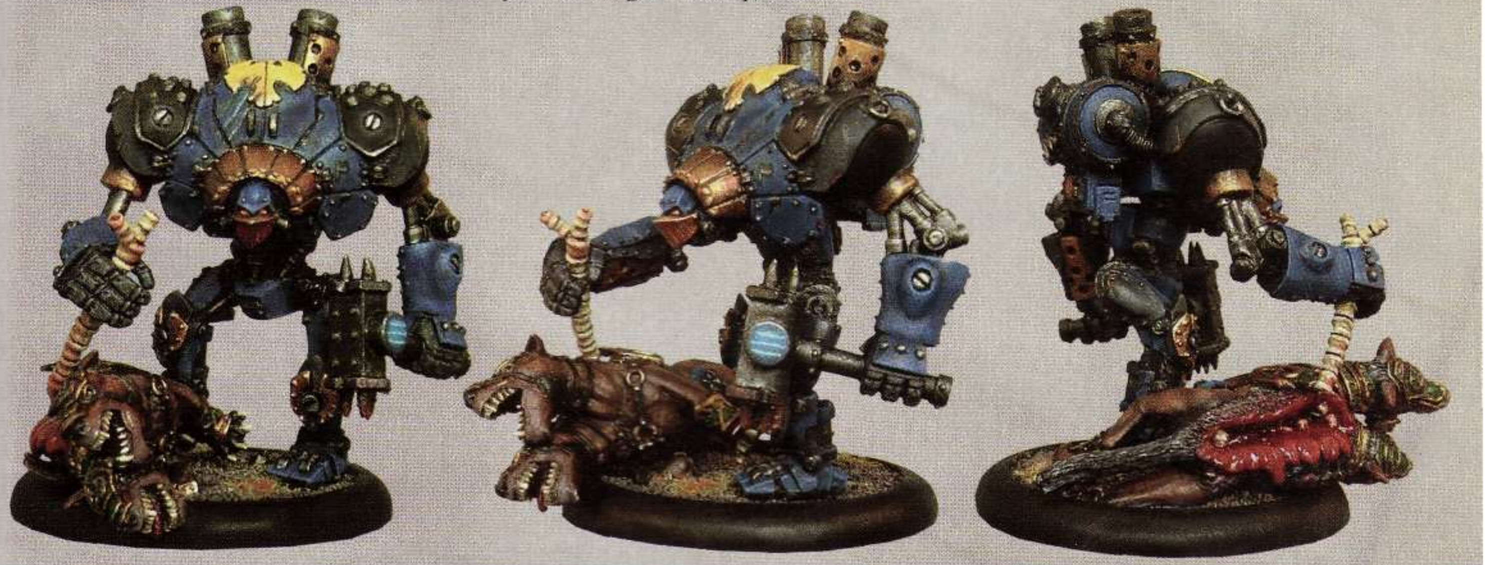


FINISHING MOVES CHALLENGE

The Summer Rampage league in No Quarter #13 introduced "Finishing Moves" — over-the-top ways to utterly annhilhate your opponent's warjacks or warbeasts. That issue's challenge was to recreate one of these spectacular finishing moves in all its glory.

WINNER

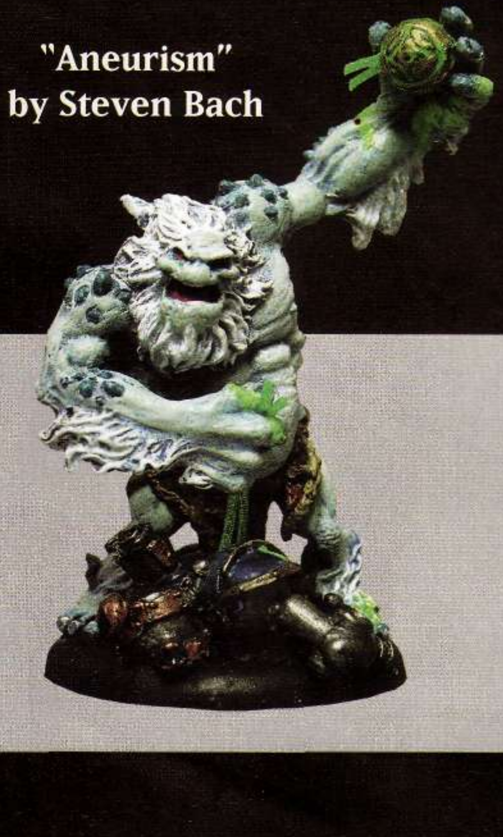
James Berry is the winner of No Quarter #13's Finishing Moves Challenge with this recreation of the "Spinalectomy" finishing move. That's what happens when an Ironclad tries to "pet" an Argus...sorry, Fido.



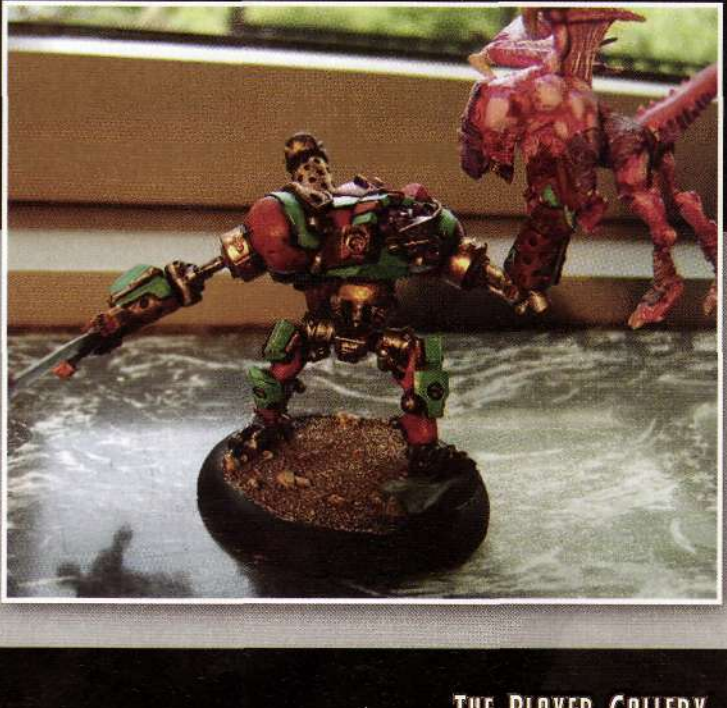
HONORABLE MENTIONS

*Check out **page 58** for the next Painting Challenge and see if you can **Paint Like You've Got a Pair!***

"Aneurism" by Steven Bach



"Meat Shield" by Morten Juel



THE POOP DECK

IN THE NEXT
NO QUARTER
MAGAZINE

More Than Just Myth
A *WARMACHINE: Legends* Preview

Absolutely Shocking
Stormguard in Guts and Gears

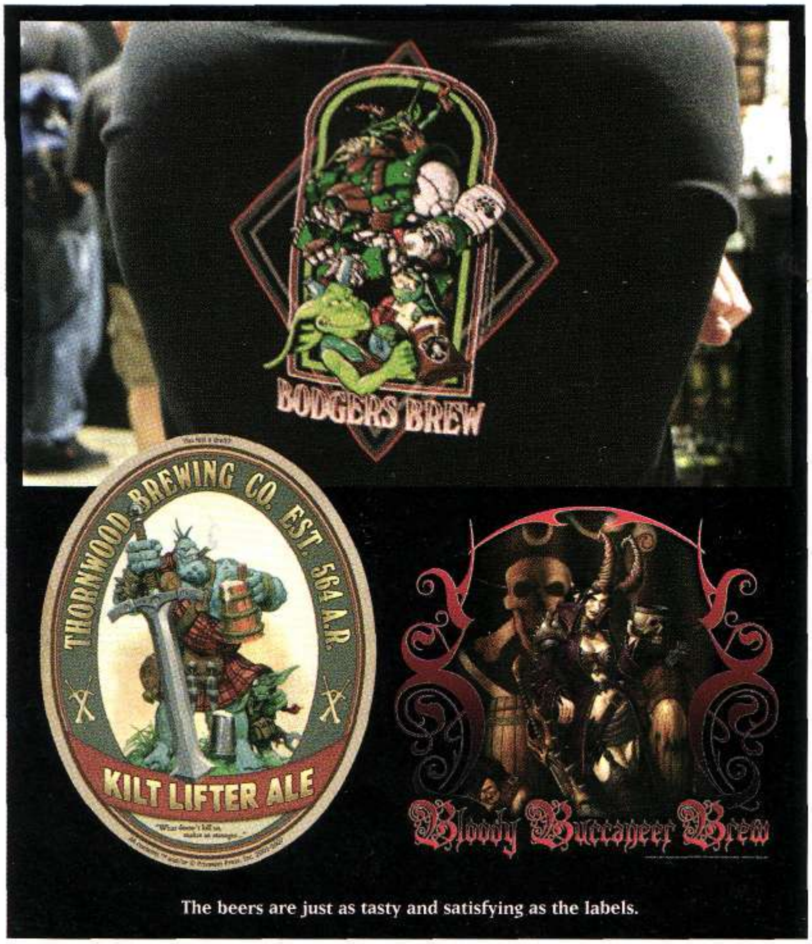
Magic Bullet Theory
New Gun Mage Prestige Classes

PLUS, an **Iron Kingdoms Timeline, How to Build a Mine Gaming Table,** and **Kreoss in the Gavyn Kyle Files**

Beer Worth Killing For!

For the past two years, attendees of Gen Con have spotted t-shirts emblazoned with the creatures and characters of HORDES, WARMACHINE, and Infernal Contraption hoisting pints of frothy beer. Is Privateer Press brewing its own brand of IPAs, lagers, and stouts, you ask? Nope, we're sticking to games, but we did work in conjunction with the RAM® Restaurant & Brewery in Indianapolis to take over their menu and beer list for the week of Gen Con. Con-goers slaked their monstrous thirst with tasty beers like Cygnar Blonde, Khador Steam Ale, and Bodger's Brew, and purchased shirts adorned with these Iron Kingdoms-themed beer labels.

If you missed your chance to get one of these unique shirts, keep your eye out for next year at Gen Con, where there's bound to be new brews and new labels.



The beers are just as tasty and satisfying as the labels.

Loud, vain, and dangerous, Bartolo "Broadsides Bart" Montador and his ship, the *Calamitas*, are the scourge of the Broken Coast.